ISSUE NO.

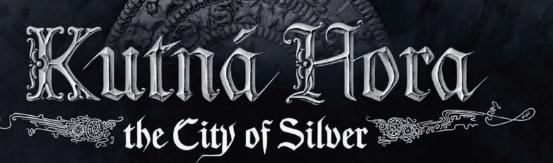
DECEMBER

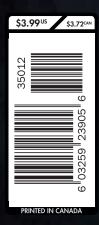
JAN/FEB PRE-ORDER





GAME TRADE MAGAZINE





### IN THIS ISSUE:



- SEEK TREASURE AND GLORY WITH CUBICLE 7'S WARHAMMER FANTASY RPG: LUSTRIA SOURCEBOOK!
- ICONIC HEROES AND DIVINE GODS JOIN THE TABLETOP WITH TWO NEW PATHFINDER BATTLES SETS FROM WIZKIDS!

In Stores
January 2024



### WATCHTOWER

# Take Your Table To New Heights!

Includes New Reversible WarLock™ Floor Tiles

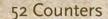
Removable
Windows And Door!

14 Inches Tall!

Gate Opens And Closes!

©2023 WIZKIDS/NECA, LLC., and related logos are trademarks of WizKids. All rights reserve
\*\*Products shown may vary from actual product. www.wizkids.co

WizKids Watchtower



High quality components variable throughout each chapter.



### The Adventure Begins

After receiving a mysterious ring, Frodo leaves the Shire with his friends and heads toward Bree ... and the unknown!

### Setup

- 1. Find the Chapter 1 Plot Chart and put it near the book. Shuffle the Story deck and deal 4 Story cards to each player. Shuffle the Plot deck and place it nearby.
- 2. Place Frodo, Samwise, Merry, Pippin, and Aragorn on
- 3. Place the Gandalf counter, grey side up, on his indicated
- 4. Place 1 Black Rider counter on each of the 🥕 spaces.
- 5. The player who last took a trip goes first.

### Chapter Rules

### Shire ... Baggins ...

Black Riders move clockwise on the black smoke path. Black Riders cannot share a space with or move into another

Characters move along white paths in either direction. Black Rider's space. Hobbits cannot enter or move through a space with a Black Rider, but Aragorn can.

Quick, Find a Place to Hide! If a Black Rider lands on or moves through a space with a Hobbit, move that Hobbit to the Hiding Spot 🏖 .



### You Lose This Chapter If ...

there is more than 1 Hobbit in the Hiding Spot or the Plot deck runs out. Restart the chapter. You lose the game if the Corruption Track reaches 15.

8 Innovative Chapters

Unique game book with pages that turn to new boards and pivotal scenes from the Trilogy!

©NLP ™Middle-earth Ent. Lic. to NLP





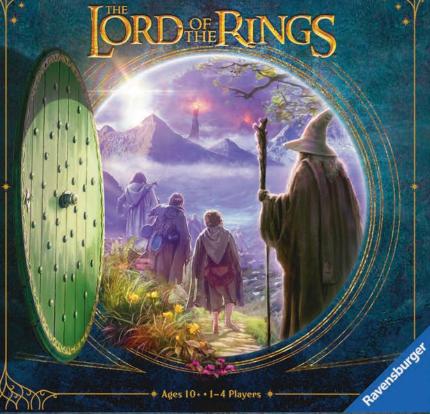




# ORD OF RINGS

ADVENTURE BOK GAME

OPEN TO **PREVIEW** CHAPTER 1



7 Character Minis

Detailed sculpted miniatures bring the Fellowship to life.



We love seeing our miniatures painted by multi-talented gamers! Tag us @ravensburgerna.

8 Immersive Chapters. Work Together to Play Through the Movies!

Age: 10+ | 1-4 Players | 20 min/chapter

©NLP ™Middle-earth Ent. Lic. to NLP

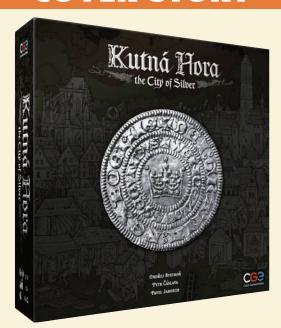
Ravensburger





### 100 286 TABLE OF CONTENTS

### **COVER STORY**



### **Kutna Hora: The City of Silver**

Mine silver, increase your prosperty, and build the city of Kutna Hora as you expand your family's influence and wealth!

by Czech Games Edition

### **FEATURES**



### Gold, Glory, and **Gruesome Deaths**

Brave the ancient shores of fabled Lustria on a quest for arcane lore and golden treasures, but beware — mystery and many dangers await!

by TS Luikart



### Pathfinder 2024 **Battle Sets**

Ring in the new year with some famous faces from the World of Golarion courtesy of two new Pathfinder Battles sets!

by WizKids/NECA

### GAMES



Painting Happy Lil Minis Episode 64: Sci-Fi Ruins

by Dave Taylor

56

### DORK PHER MA

by John Kovalic 10

**FOR LAUGHS** 

### UNSTABLE UNICORNS

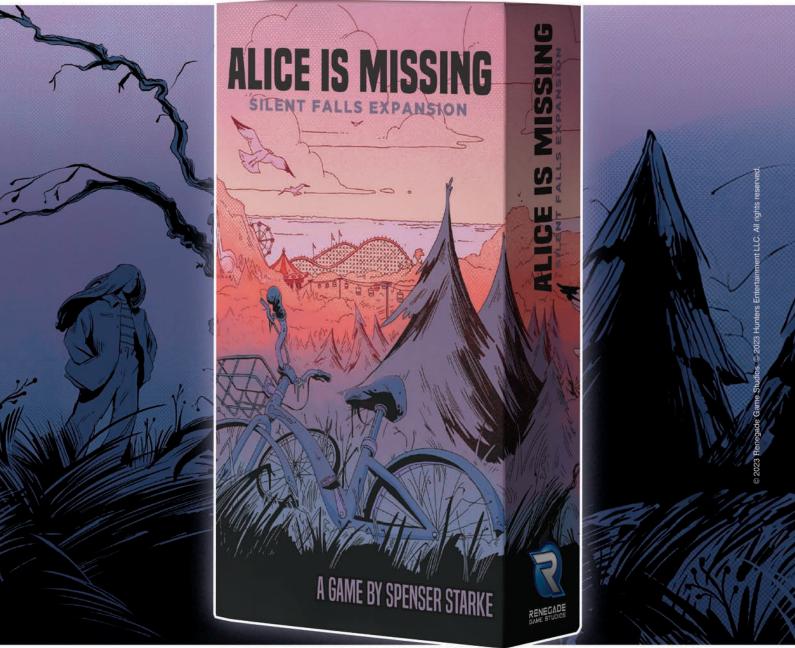
by Unstable Unicorns 10





The Great GTM Giveaway: The City Of Silver Edition!





www.renegadegames.com

- Expansion to the award winning Alice is Missing RPG
  - Investigate new mysterious locations
- Explore brand new stories with new Suspect, Location, Character, Searching, and Clue cards
- Introduces Relationship cards that help you to deepen your connections to the other characters.
  - Core game is required to play

### **WELCOME BACK TO SILENT FALLS.**

RELEASING FEBRUARY 29TH, 2024







### 286 TABLE OF CONTENTS

### **SPOTLIGHTS**



**Give The Gift Of Board Games** This Holiday Season 18

by Sophia Gambill

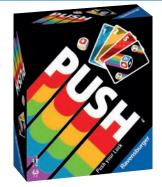


**The North Pole Nightmare** 

by Van Ryder Games



Why Don't We Roll **About The Weather?** by Gyld



**2023 Holiday Gift Guide** 

by Ravensburger

54

#### **PREVIEWS**



**Watchtower Boxed Set** by WizKids/NECA

22

### **DESIGNER DIARIES**

**52** 



**Pyramidice** by Luigi Ferrini

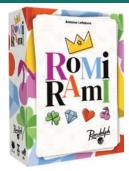
20

### **REVIEWS**



**Behext from Smirk & Dagger** 

Reviewed by Eric Steiger



Romi Rami from **Hatchette Board Games** 

Reviewed by John Kaufeld and Dell Kaufeld

62



**Lost Ruins of Arnak: The Missing Expedition from Czech Games Editions** 

Reviewed by Brian Herman



**58** 

**Marvel Multiverse RPG: Core Rulebook** from Marvel Comics

Reviewed by Brian Herman

**Battlelords of the 23rd Century for Savage Worlds** from 23rd Century Games

60

Reviewed by Thomas Riccardi

63

4

# PLAY, CREATE AND LIVE YOUR OWN SUPER HERO ADVENTURES!

Featuring a brand of new set of core rules, re-engineered using thousands of feedback responses!



MARVEL MULTIVERSE ROLE-PLAYING GAME:
CORE RULEBOOK HC

978-1302927837 | \$59.99 | 320 pages

On Sale Now



MARVEL MULTIVERSE ROLE-PLAYING GAME:
THE CATACLYSM OF KANG HC

978-1302948566 | \$49.99 | 256 pages

November 2023



MARVEL MULTIVERSE ROLE-PLAYING GAME:
X-MEN EXPANSION HC

978-1302948580 | \$49.99 | 256 pages

Spring 2024



MARVEL MULTIVERSE ROLE-PLAYING GAME: SPIDER-VERSE EXPANSION HC

978-1302948573 | \$49.99 | 256 pages

Fall 2024



**MORE COMING** 

2024 & Beyond









### 286

### FROM THE EDITOR

### **Greetings Dear Readers!**

It's that time of the year again — welcome to your December 2023 edition of *Game Trade Magazine!* 

Days have grown a bit shorter, and — dare I say it? winter is coming, so it's the perfect time to call some friends and cozy up to some great games.

And boy-oh-boy do we have some awesome titles in this issue for your consideration.

We kick off things this month with *Kutná Hora: The City of Silver* from our friends at Czech Games Edition. In *Kutná Hora,* you are competing with other families (players) to increase your influence while expanding underground silver mines and building the historic medieval Czech city. Asymmetrical gameplay will unfold each turn as you attempt to outmaneuver each other with shifting resources while managing supply and demand within the city.

However, if you prefer your resource management to be more the pencil and paper variety (with dice!), then look no further than the *Warhammer Fantasy Role-Play — Lustria* sourcebook from Cubicle 7!

This exciting addition to the worlds of Warhammer Fantasy delves into the history of the continent as never seen before — from the coming of the enigmatic Old Ones and the once great heights of the Lizardmen civilization, to the dwindled present days. This sourcebook has everything players and game masters will need to explore adventure in the mysterious lands of Lustria.

And if you're looking to enjoy some tabletop RPG action, be sure to bring the minis! WizKids has you covered with not one, but two *Pathfinder Battles* sets featuring both noteworthy *Iconic Heroes* as well as divine *Gods of Lost Omens*!

We even have a couple of gift-giving guides in this issue, and if you're like me - a few last-minute ideas never hurt! All this and so much more in your latest GTM.

As we part, we would like to take a moment to thank all of our contributors, partners, and you, dear readers, for helping make this yet another exciting year for *GTM*. We hope you and yours enjoy a safe, happy holiday season.

Game on,

-JG

### PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

**GRAPHIC DESIGNER**Eduardo Valdes

PRODUCTION MANAGER Matt Barham

PAGEMASTER
Katie Skinner

Submissions should be sent to Jerome Gonyeau ilg@alliance-games.com

All Submissions become the property of Game Trade Magazine, unless a return request is in writing, including a self addressed stamped envelope.

All titles and artwork are trademarked and copyrighted of their respective owners

#### GTM

10150 York Rd, Cockeysville, MD 21030 GTM@GameTradeMagazine.com

**WWW.GAMETRADEMAGAZINE.COM**Call for advertising Info: 410.415.9231

© 2023 Alliance Game Distributors and respective copyright holders. No part of this publication may be reproduced without the written permission of Alliance Game Distributors

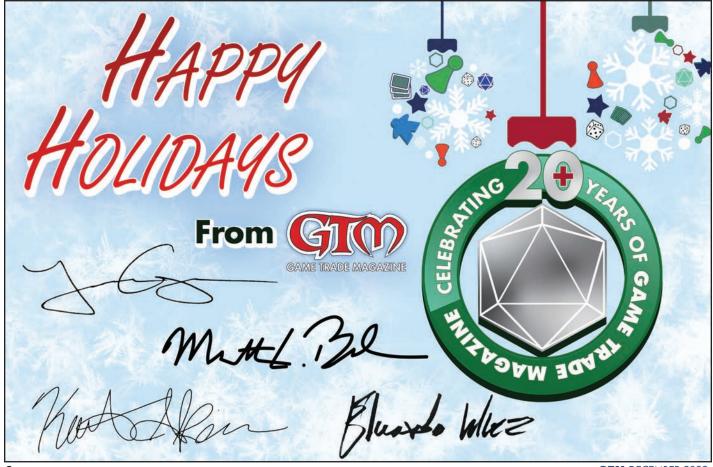
All rights reserved.

Printed in Canada.



FOLLOW GAME TRADE MAGAZINE ON FACEBOOK
FACEBOOK.COM/
GAMETRADEMAGAZINE!

Retailers: For wholesale inquiries, please contact Marc Aquino at 410.415.9238, or email mla2@alliance-games.com



# EATILE ESTAGAME OF ARMORED COMBAT



CATA

**WWW.CATALYSTGAMELABS.COM** 

©2018 The Topps Company, Inc. All Rights Reserved. BattleTech, BattleMech, 'Mech and MechWarrior are registered



### 286 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds* and *hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



### WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

### **GAME TRADE MAGAZINE CONTENT**

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





**DESIGNER DIARIES:** These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly *only* found in **Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (*FLGS*) or Comic Store's (*FLCS*) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.





#### **HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

### **GAME TRADE MAGAZINE LEGEND**

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

### OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

### SPOTLIGHT ON TO

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

Would you like to receive Game Trade Magazine delivered directly to your home? Subscribe at Store.GameTradeMagazine.com.

Follow us on Facebook: www.facebook.com/GameTradeMagazine

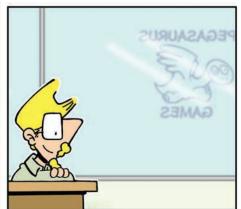
Follow us on Instagram: www.instagram.com/game\_trade\_magazine

Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com



### 286 FOR LAUGHS









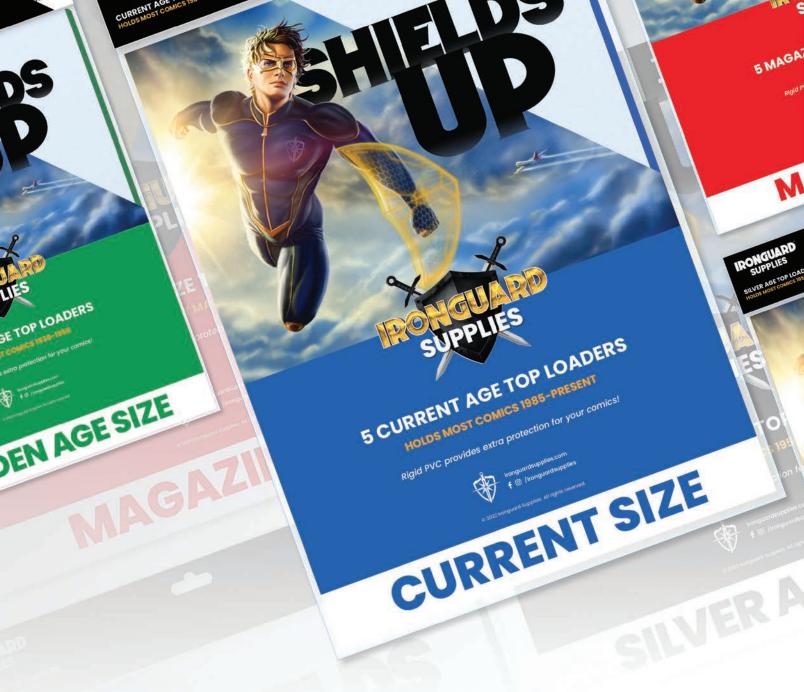


@2023 DORK STORM PRESS JOHN@KOVALIC.COM

FOR MORE DORK TOWER, CHECK OUT DORKTOWER.COM



UNSTABLE GAMES.COM



Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic toploaders, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

See the full line at ironguardsupplies.com

f @ /ironguardsupplies

© 2023 Ironguard Supplies. All rights Vreserved.





# 



## the City of Silver

**KUTNA HORA: THE CITY OF SILVER** 

CGE 00070 ...... \$59.95

Available Q4 2023!

Master the unpredictable, exciting intricacies of a dynamic supply and demand economy as you mine silver, expand guild influences, and build a historic medieval Czech city in Kutná Hora: The City of Silver.

period. Kutná Hora: The City of Silver explores the city's construction and economic rise across the 14th century.

Players take on the role of influential families aligned with essential guilds that each tie directly to a specific area of the city's economy. Everyone is working together to build out the city, but each family also has their own interests in mind. As such, asymmetry is one of the pillars of Kutná Hora deep replayability. Each player will draft



HOR-ah"], is an asymmetrical heavyweight city building euro for 2-4 players that's based on the actual city located in the Czech Republic. Historically, Kutná Hora grew from a small cluster of silver mining encampmen ts into a thriving and prosperous city. It was responsible for much central Europe's silver production during this

only three guilds that they can have direct influence over in a game some of which might overlap with another player. The many various possible guild combinations and the way each player chooses to utilize their resources makes each game a very different experience.

Kutná Hora's dynamic gameplay unfolds across multiple rounds, where you'll use dual-use action selection cards to acquire plots of land, reserve guild building rights, construct buildings, expand the

underground mine, generate income from production, and work towards building the St. Barbara's Cathedral. When you play a card to choose an action, you're also choosing an action on the other side of the card that you won't be using. Timing is everything, since each player's actions will affect the city's economic systems, potentially creating new opportunities for you to benefit from—or forcing you to pivot your strategy in a different direction.



### IT'S ALL ABOUT THE DYNAMIC ECONOMY

All of Kutná Hora's various moving pieces are built and balanced around a real-world dynamic supply and demand system. It's the heart of the game, and it makes each playthrough feel completely unique. As players build out the city, the mines, and St. Barbara's cathedral, they'll be impacting different areas of the game's economy.

For example, as more supply of a given resource is introduced into the market, that resource's value will temporarily decrease. As the population grows, however, it reintroduces more demand back into the market, and the value will increase again over time.

With so many different shifting resources to track, you might think it'd be challenging to keep up. We've come up with a helpful system that simplifies the process using easy to assemble cardboard stands and sliders that

hold a deck of cards that cycle over time. One cardboard tracker is tied to the mining industry below ground, while the other is connected to the city's population and overall happiness of its people. Building guild structures that align with a given resource will move that resource's slider over one space, potentially impacting its value. As the population or mining industry grows, you'll slide the top card in the corresponding cardboard tracker stand to the bottom of the deck, which can also change some of the values under each slider.

The other interesting thing we've done to streamline Kutná Hora's deep in-game economic systems is to have all of the city's resources represented by coins. Any time you're spending a resource to build or gaining income based on your production, it's in the form of money. You just multiply the cost you have to spend (or amount you would earn) by that resource's current economic value. This is where things get interesting, because the values can shift dramatically in different directions, depending on each player's actions over time.



Kutná Hora's coin-centric theme was also a good opportunity to add some premium upgrades for players who like the heft and clank of real metal. Each copy of the game comes with cardboard punch out coin tokens, but we're also offering a metal coin upgrade pack (MSRP: \$29.95) that contains 51 metal coins in three denominations (1s, 5s, 20s). The coins themselves are also modeled after the Czech grochen that was historically minted at Kutná Hora.

### **RECYCLED RE-WOOD COMPONENTS**

As an eco-minded company, CGE is always looking at ways to improve our manufacturing processes and reduce our environmental impact. With Kutná Hora, we had a special opportunity to utilize a new type of recycled material for the game's token componentry.

RÉ-Wood combines recycled shredded wood residue (80%) with

recycled binding materials to create biodegradable products with a high level of detail. We were surprised with the level of detail possible with this cool material, especially considering it's made mostly of wood. Given the game's historical theme, RE-Wood felt like a better good fit for the componentry instead of plastic.



Kutná Hora's high player interaction, asymmetrical guilds, and ever shifting dynamic economy layer a ton of replay on its thematic historical city building gameplay. We're excited to be able to share more of our Czech heritage with more players, while offering a theme heavy euro that provides a fresh experience each time you get it to the table. Kutná Hora: The City of Silver arrives at FLGS this winter.





## VATCHTOWER BOXE

WATCHTOWER BOXED SET

WZK 76504 ..... \$289.99 |

Available January 2024!

Distant on the horizon the party spots a lone watchtower rising into the sky. What adventure awaits the party on the tower's levels? Hidden treasure guarded by devilish traps? A mage's mysterious and often explosive laboratory? Or perhaps the tower has been long abandoned and now is home to monsters galore? Wherever your tabletop gaming adventure takes you and your fellow players, the WizKids Watchtower Boxed Set provides an epic vertical exploration environment.

WizKids designs all our gaming terrain to be built upon four pillars: fast setup, practical use, observably awesome, and transformative gameplay. The Watchtower is the latest and arguably greatest example of WizKids gaming terrain soon to find action on your tabletop.

### **BUILD FASTER TO PLAY LONGER**

Each level of the WizKids: Watchtower is built from snap together walls for easy set-up, customization, and take down. The included WarLock tiles go together and are double sided allowing for a stone or wood floor by just flipping the tiles over. The included WarLock tiles also introduce some newly designed components that have never been previously available. All of this leaves gamemasters more time to prep and players more time to explore!

### **BUILT FOR GAMING**

The WizKids: Watchtower has been designed from the ground up to account for actual play and serve as a centerpiece on the gaming table. The Watchtower's removeable levels allow the gamemaster to gradually reveal levels as they are explored or spread out all the floors on the table should the action spread to multiple levels. With this feature, gamemasters are able to easily split the party or fit a larger monster mini on the floor. The reversible WarLock floor tiles have a built in visual one inch grid to aid when playing your favorite tabletop RPG (Role

Playing Games) and allow for quick movements and measurements. Additionally, the portcullis opens and closes, which is great when the gamemaster wants to put a deadly monster or trap adventurers on the first floor and have the portcullis slam shut behind the characters! And finally, should players want to knock over part of the top of the tower onto an attacker below? The removable crenulations have players covered, hopefully, not literally.

### A VISUALLY EPIC CENTERPIECE FOR THE GAMING TABLE

The Watchtower is pre-painted and stands at fourteen inches tall when fully constructed! Ensuring it will be a centerpiece at any gaming table for your favorite RPG or tabletop skirmish game.

### A TOWER FOR ALL OCCASIONS

All WizKids terrain products are designed to help players bring their gaming worlds to life on the tabletop. Customization plays a big part in that. As mentioned earlier, the Watchtower features removable crenulations atop the tower, but

it also features removable windows and front entrance. From a battle-damaged watchtower to a spooky haunted rundown tower, the Watchtower helps you bring your fantastic worlds to life at the table.

If you're in need of siege engines, check out other excellent WizKids products that pair well with the Watchtower such as the Ballista (WZK 75003) or Battering Ram (WZK 75005). While the Watchtower is designed to go with any tabletop terrain you might already have, you may want to check out WizKids' line of war machines. This line includes a Ballista, Battering Ram, Catapult (WZK 75004), and a Trebuchet (WZK 75002). All these also come with a variety of additional pieces, such as oil pots, allowing you to run an unforgettable siege or military campaign with the WizKids: Watchtower! You can further deck out the WizKids: Watchtower with any of our numerous terrain sets, from our line of WarLock terrain packs to our new popular Dungeon Dressing sets; Traps - Hidden Hazards (WZK 93510) and Traps - Devilish Devices (WZK 93509)!

The WizKids: Watchtower is sure to find a place in your next campaign, from a monster filled tower in need of clearing, to the home of a wicked warlord, or as a new home base for your players. Take your table to new heights with the WizKids: Watchtower, landing in stores January 2024!



## IMPERIUM MALEDICTUM



IN THE GRIM DARKNESS OF THE IMPERIUM, THERE IS MORE THAN ONE BATTLEFIELD

Beneath towering hive spires and amidst decaying hab sprawls, desperate wars are waged for the very soul of the Imperium. Plunge into a galaxy of Grim and Treacherous Adventure in

### **IMPERIUM MALEDICTUM**

the latest Warhammer 40,000 Roleplaying game from the award winning Cubicle 7 Games

### AVAILABLE **NOVEMBER 2023**







### GOLD, GLORY, AND GRUESOME DEATHS



#### WARHAMMER FANTASY ROLEPLAY: LUSTRIA

CB7 2477......\$49.99 | Available Feburary 2024!

Far from the corrupt shadows of the Old World, across the Great Ocean, lies the fabled continent of Lustria. Wild tales speak of troves of golden treasure and repositories of arcane lore to be discovered there, ready for the taking by those bold enough to seize them. Every week sees another ship full of hopeful fortune seekers depart to this new world on a voyage of exploration.

Most will never return home, for those that make landfall on the shores of ancient Lustria find an environment wholly inimical to warmblooded life. The jungles seethe with venomous snakes, carnivorous lizards, poisonous flora, and deadly diseases. What few precarious settlements there are cling to the coast, lest they arouse the ire of Lustria's oldest inhabitants, the Lizardmen, who sally forth from their temple-cities to destroy all who encroach on their sacred territory.

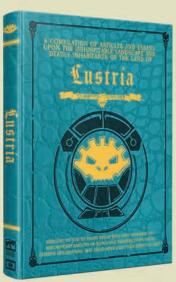
In February, Cubicle 7 will send forth the first, long anticipated (over 30 years!) Warhammer Fantasy Roleplay sourcebook on Lustria. This book contains everything players and GMs need to set new adventures in and around the mysterious continent of Lustria. Indeed, 'everything' might be understating it. Lustria has a near-staggering amount of information on a wide variety of topics, from the many settlements and temple-cities, Lizardmen, Human, Elven, and otherwise, across the continent to the signs that mark the favoured of the Old Ones – the god-like creator beings the Lizardmen venerate.

Lustria delves into the entire history of the continent, from the coming of the enigmatic Old Ones and the once great heights of the Lizardmen civilization, to the dwindled present days, when the plans of the Old Ones are disputed even by those who still attempt to carry them out in good faith, and all matters are complicated by the younger warm-blooded species who seek to rob Lustria of all its riches.

WARHAMMER FANTASY ROLEPLAY: LUSTRIA COLLECTOR'S EDITION

CB7 2496......\$99.99 | Available Feburary 2024!





For players, there are a number of new careers appropriate for those that would dare face the travails of Lustria. Clever Interpreters are introduced (knowing what an inscrutable skink is attempting to convey may well may for the difference between life and death!), as are Trailblazers, those brave souls willing to traipse into dangerous lands for glory. There are many new endeavours for activities between expeditions, including what it takes to build and maintain your own settlement on a hostile continent. Players seeking an intriguing roleplaying challenge can even try out making a Skink player character!





GMs will find very complete, and therefore occasionally disturbing, details on the infamous Norse foothold of raiders and traders on the isthmus directly to the north of Lustria called Skeggi. Skeggi has improbably survived for centuries and boasts a culture entirely shocking to Old Worlders, wherein law is a matter of force and mutation is regarded as a blessing from the gods. You will find no greater contrast with Skeggi than the Citadel of Dusk, a well-guarded and highly secretive High Elven bastion that protects Ulthuan's trade interests and guards the western routes to its colonies in the seas south of distant Cathay. While the denizens of the Citadel of Dusk are not welcoming of outsiders, fortunate characters may well find a patron in Lord Finrian Stardrake – a High Elven general who can even manage to talk to Humans and Dwarfs without sounding

condescending.

A large portion of the book is dedicated to detailing the culture and write ups of all the Old Ones servants, from the dead, yet mighty still, Slann of the First Generation down to the newliest spawned Skink. The beliefs of the Lizardmen and the details of the Old Ones that the Skinks worship as gods are all laid bare here. There are also extensive details of the temple-cities of the

Lizardmen, both the fallen and those still standing, including the thorough depiction of Tlaxtlan – one of the mighty centres of their ancient culture that yet and yet.

There are also threats aplenty beyond the Lizardmen to be found throughout the *Lustria* sourcebook. Herein, ye shall find the terrible details of the Vampire Coast, that marshy morass of cursed mangrove swamp wherein the Arch-Commodore Luthor Harkon holds his court

of undead and plots to expand his realm. Harkon is as deadly a Vampire Lord as the dark tales of him make out, but his mind is utterly broken, and his once iron grasp may be slipping. A bestiary full of Lustrian carnivorous flora, massive hungry fauna, and a wide

variety of fun new diseases, such as Bleeding Eyerot, is not to be missed, nor are the febrile details on Quetza the Defiled, contagious home of Skaven Clan Pestilens.

If all that does not seem like enough, there are charts for generating random abandoned temple-cities and the loot to be found therein. Rules for enduring Lustria's tropical weather. There are charts for jungle encounters, river encounters, random encounters. There are even a trio of quick adventures to whet your appetite for all the dangers Lustria promises.

Lustria is being released in two formats – a standard edition depicting a doomed adventurer far from home and a beautifully finished Collector's Edition. This mighty tome comes bound in the finest imitation Saurus hide, gathered at no small risk, that evokes the lethal swamps and sweltering jungles of distant Lustria.

Player, GM, or just a fan of Old World lore, *Lustria* has something for you.

TS Luikart is the North American Sales Manager and an RPG Designer for Cubicle 7. He could really use an augmetic cogitator to keep track of all the histories of the worlds he's helped create as his brain is getting full.



# GIVE THE GIFT OF BOARD GAMES

We are entering the holiday season, and everyone is looking for gifts for the loved ones in their lives. No matter what the type of gamer, Renegade has tons of great options for anyone and everyone! Get ready for the holiday shopping rush by stocking up on a wide variety of board games. Check out our game recommendations that are sure to be a hit with your favorite gamer!

### **DEDUCTION GAME**

Love Letter Princess Princess Ever After is a quick and easy to



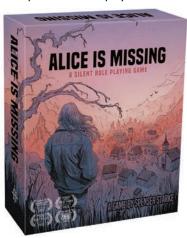
learn deduction game for 2-6 players who try to win the princess' heart. Based on the award winning Love Letter card game, this game is set in the enchanting world of K. O'Neill's beautifully illustrated inclusive graphic novel, Princess Princess Ever After! Players must get their letter to the princess using the help of their allies in the castle while trying to figure out who is helping their opponents; stopping them from delivering their letter before they can end the game. This is a perfect card game for gamers ages 10+ who want a highly interactive experience of risk



and deduction. The game consists of 21 tarot-sized character cards, 6 reference cards, and 13 acrylic favor tokens making this a great travel game to bring anywhere!

#### **ROLEPLAYING GAME**

Alice is Missing is an award-winning roleplaying card game that is played in silence. Players are not permitted to talk during the game, only use text to communicate. Players take on the role of a character and speak to other players as that character. The goal is to find



out what happened to their friend Alice. Alice is Missing is perfect for roleplaying fans along with people who enjoy a good mystery. Another intriguing feature about this game is it is perfect for remote play! If you have any friends or family who you want to game with, but you can't be together, hop on a call and play! Also coming in 2024 is the Silent Falls Expansion, so now is the perfect time to play the core game before the release of this exciting new content.

### **FAMILY GAME**

Bargain Quest is a family game for 2-6 players of adventure and profit! Players take on the role of shopkeepers looking to supply the heroes in their town with the best supplies. Draft cards to stock your shelves and compete to attract the best heroes to your store. See if you can arm the heroes with the tools they need to defeat the monsters plaguing the town. Designed for entrepreneurs ages 8 and older, this is the perfect game for gamers young and old alike. Bargain Quest also has many exciting expansions, the most recent being Brick & Mortar, each adding new and interesting layers to the base game.



# THIS HOLIDAY SEASON!



#### **ENTHUSIAST GAME**

Hadrian's Wall is a flip-and-write strategy game, a great gift for any strategy gamer in your life. Anyone looking for interesting choices and interactive gameplay, look no further than this game! In Hadrian's Wall, players are Roman Generals in charge of building a milecastle and a bordering wall. Players will construct their fort and wall, man the defenses, and attract civilians by building services and providing entertainment—all while defending the honor of the Roman Empire

from the warring Picts. This is also a perfect fit for any history lovers. Set North of Britannia in 122 AD, tap into history as players build the 80 Roman mile long wall and protect the city.

mindful, the Mayor is sending a judge who is looking for books in alphabetical order, shelf stability, prominent works, and a good variety of literature. Impress the Mayor to secure the Grand Librarian position and win the game! This new edition is the game classic Ex Libris fans love, with updated components and a solo mode! This game is great for any gamer, especially those who love a good book!



### HASBRO FEATURED DECK BUILDING GAME

G.I. JOE Deck-Building Game is a game where players take on Cobra and work together to foil their plans. Planning and strategizing

are needed as the players need to decide how best to work together to defeat Cobra and various side missions as they pop up along the way. Only so many JOES can go on a mission so gear, vehicles, and JOES need to be carefully picked for the mission to try and ensure success. G.I JOE fans will love this game, getting to take on the role of their favorite leaders and fighting iconic villains. Even with no knowledge of the JOE universe, the G.I. JOE Deck-Building Game is a fun and engaging experience with easy-to-understand goals and objectives that draw you into each exciting mission. The game also boasts fantastic re-playability which ensures a fresh and dynamic game with each play. A winner for any gamer on your holiday list!

HADRIAN'S WALL





### STRATEGY GAME

Ex Libris is back and better than ever with the second edition releasing November 2023! In Ex Libris, players compete to become the town's new Grand Librarian. To outshine the competition, players need to send Assistants to acquire books for their bookshelves. Gather all the books you are able, but be





Sophia Gambill is a Sales Assistant at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.



FROM DICE STACKING TO A DEEP AND CHALLENGING GAME EXPERIENCE

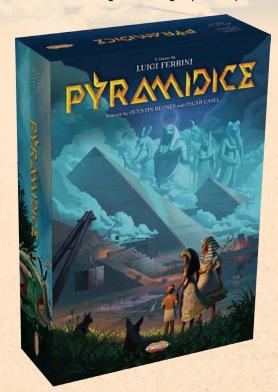


### **PYRAMIDICE**

AGS AREU006......\$39.90

Available Q4 2023!

Sometimes, ideas come when you don't expect them. It was 2008, I was playing a game including a bunch of dice as components, and I found myself stacking them on top of each other to form a pyramid. I'm sure something like this has happened to most players, fidgeting with dice or other game components - perhaps even with Ticket to Ride trains! There is an unconscious search for order in arranging your game components meticulously in front of you, and I had the idea of designing a game about this. An early prototype was quickly produced, but unfortunately it didn't work very well. The Egyptian theme of Pyramidice was there already - you would build pyramids and obelisks - but it was a game lacking depth, so I put it aside.



After some time, I found on my computer a version of Microsoft Publisher with a very large library of clipart. Today, these libraries no longer make sense, because much more can be found on Internet, but at the time having a lot of images available was a great time saver. In this library there were a lot of gods from the Egyptian pantheon, and - probably for the same reason that led me to stacking the dice -I found aesthetically pleasant to create a deck of cards with these figures, all of which were stylistically similar.

I already had the Egyptian-themed dice-stacking game in my drawer, so I added the deck of cards, and additional game mechanics, to it: I envisioned a pool of workers that were "spent" by building dice to form the Pyramid of Cheops but could be replenished by taking time to rest. I liked the idea that dice could become bricks on the pyramid or used to acquire the favor of the gods: in this way, even low value dice had their function and were often very useful, depending on the strategy pursued.



The game thus made was simple and suitable for everybody, easy to play even within the family. I was not entirely convinced, however, and I set it aside with the idea of improving it further. Unfortunately, the worst thing that can happen during development of a new game

design happened: I got stuck, unable to finish the project to my liking.

A few years passed. Ergo Ludo Editions, after publishing some of my other games (such as Ensemble), asked me if I had any light game to present to them. A little hesitant, I opened the drawer and dug out this prototype, that was sitting there for such a long time. Although its limits were clear to everyone, Ergo Ludo's editors really

liked the idea right away.

I decided to trust their instinct, because I knew the game was going to be in the hands of great developers - Daniele Ursini and Lorenzo Maria Conti - who had more faith in it than I did. They tried the one path that I had not dared to take: additional mechanics, at the expense of some extra complexity - a direction which I initially did not follow as I had envisioned only "casual" gamers as its ideal target audience (and, I must admit, I was wrong). Daniele and Lorenzo had several good ideas and submitted them to me. The most important one was to turn the worker track into a proper "warehouse", adding a new





GTM DECEMBER 2023

them a little bit.

own biographical notes, he tends to take advantage of



## THE NORTH POLE NIGHTHARE W

### **FINAL GIRL: THE NORTH POLE NIGHTMARE**

### VRG FGSF01 ...... \$29.99 | Available November 2023!

It was the third day in a row Comet had knocked over his feed. She didn't know what was causing the lead reindeer to act out this way, but he had gone from the sweet, gentle-eyed love who nudged her for carrots while she mucked the stalls to a proper jerk the past few days. Lashing out at Dancer when she brushed past him coming in from their daily flight practice, and even biting Cupid on the nose when they were lining up to

get fitted for their new harness.

She tilted her face up to smell the cold crisp air. Like the animals she had a sense when a storm was coming. The deep blue in the sky showed not a hint of a cloud, and although the Christmas countdown was getting closer to the big day, tonight would not have any of that White Christmas magic Bing used to sing about. It wasn't a storm...but something dark gathered, and both she and her reindeer knew it.

It had been generations since anyone used her first name. The elves called her Mrs. C., the reindeer spoke in snorts and looks, the gingerbread people called her the spice lady, (but that's another story) even her beloved called her Missus, or Dear. Besides him, there were not many that would remember her name. No one mortal, of course. And those who knew of the North Pole, the beings that roamed the world making sure the naughty list stayed brief in Santa's ledger... they knew never to come here. They were not welcome.

"Mrs. C.," Cindy's boisterous voice was unusually tense, "I think I saw something at the treeline." Most of the elves were happy and chatty, like toddler's with candy, who never knew when to end a story, or respect personal space. They were true innocents, and meant well, but her decree that no elf was allowed in the reindeer barn wasn't just for their safety against the hooved creatures in here. Cindy was cleverer than most, a leader of the elves, having once stood up to a green monster long ago. She would brave the mistress' temper only if it was important.

"Tell me," said Mrs. Claus.

"It had horns and was covered in fur, but it walked on two legs... and there were bells."

"Oh no." She pushed past Cindy to the front of the barn, slamming the great doors closed and laying the giant wood plank across them to seal it shut. "Do you have a weapon?" She asked, looking for a hoof cleaning hook.

Cindy raised her hand, holding her workshop hammer, then twirling it with one hand. "I'm pretty good with this thing."

"Keep the reindeer safe. As a last resort, let Comet loose. He knew that monster was coming."

"What? Who?"

"Santa's family is in town. And unlike yours, they don't get along."

"The other elves...they will need help!"

"That's my job Cindy. Your job is to watch my reindeer."

Mrs. C. ran across the center of Santa's Village, scanning as she went, searching for the danger nearby. The enormous tree in the village center glowed with a multitude of lights. Nothing. She made her way to the house knowing that she was out in the open, but she needed to warn Santa. He'd likely be in the Workshop, but she wasn't going there without her trusty rolling pin.

She rushed inside and grabbed her weapon of choice. The wood gleamed from generations of cooking oil. The detailed design of snowflakes, trees, and elves was etched deep in its pattern. When rolling

out dough the design showed as clearly as the day it was made. It told an ancient tale, a promise of how Santa and his elves worked diligently year round to reward the children of the world for kindness, empathy, and love. You would think this a trite thing. Cookies and children and good behavior, but that promise, that pact was a spell woven an eon ago; one that kept the precarious balance of humanity from devolving to the dark days from whence it emerged. It was not the only one, oh no. But it was a powerful one. One that, if broken, would start the world on a path of sure destruction. This rolling pin was not just a kitchen instrument for confections either. In fact, it had not always been a rolling pin. Once it had been the grip of a massive longbow. It was carved from the yew tree present when the pact was made. It told her part in this promise, and evolved as the children's image of her had changed just like her husband. Santa's job was to carry out the promise every year, her's was to protect it. She was the guardian of the North Pole.

Weapon in hand, she rushed out to head to the workshop. She stopped as soon as she saw it. There was a present on the ground, a few yards from the workshop entrance. It was strange seeing it laying there on the ground. No elf would ever be so careless.

Santa's workshop door opened, and she tensed, ready to attack. It was Sprinkles, the present wrapping forman.

"Oh hi Mrs. C.! Gonna be a great day! So much to do, we're 23% ahead of schedule but it's never too soon to get a jump on the big day, that's what I always say... now what's this doing here?"

### "Wait Sprinkles!"

The warning came too late, he lifted the box, head at quizzical tilt, "This doesn't look like our work?" he said, opening the lid. BOOM

The eruption threw Mrs. C. back towards the tree. And then she heard the sound of hooves, thudding heavily on the snow. She heard the wheezing snort of laughter and the clanking

wheezing snort of laughter and the clanking of bells, not sweet and clear like on the reindeer sled, but heavy and

clanging. Krampus.

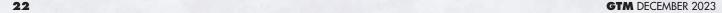
She tightened her grip on her rolling pin. Its size almost double to how it appeared in the kitchen only a minute before. She squared off to

"You've been jealous of your brother for some time. Have you come to challenge him?"

"No...he isn't the challenge. I face you."

Find out if you can defeat Krampus as Mrs. Clause in Final Girl: The North Pole Nightmare. Found this holiday season at your FLGS, our webstore, or wherever you buy games!

Written by Julie Ahern, Van Ryder Games Sr. Director of Operations, Writer, Designer, Cat-Herder



### **ALLIANCE GAME DISTRIBUTORS**

**25TH CENTURY GAMES** 

shopping, mysticism, and partying. You have to make tough choices between in-game

25C 43000 ......\$29.99

**ALLEY CAT GAMES** 

**HAPPY HOME** 

Scheduled to ship in January 2024. ACG 076 ......\$24.99

bonuses and score multipliers! Scheduled to ship in February 2024.

### **SPOTLIGHT** O



FRENCH QUARTER

In French Quarter, you choose dice from the card row to take

actions and travel via different

methods of transportation with

varying distances: walking, carriage ride, taxi, streetcar, riverboat, or just hanging out to socialize. As yo u travel around the city, you get to visit buildings

and see performers where you

stop. All these activities slowly fill up tracks that chart your experiences with food, culture,

#### **GAME TRADE MAGAZINE #288**

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases. GTM 288.....\$3.99

ART FROM PREVIOUS ISSUE

### **ARCANE TINMEN**

**DRAGON SHIELDS** JAPANESE MATTE - AURORA (60) ATM 11158.....\$7.99



MATTE - AURORA (100)

ATM 11058.....\$12.49

### <u>DRAGON SHIELDS:</u> BRUSHED ART (100)

Scheduled to ship in January 2024.



ALARIA

ATM 12093.....\$13.99



**DRASMORX** 

ATM 12090.....\$13.99

### **DRAGON SHIELDS: MATTE NON-GLARE (100)**



**BLACK** 

ATM 11822.....\$13.99



**CLEAR** 

ATM 11821.....\$13.99

### **DRAGON SHIELDS: CHINESE NEW YEAR -WOOD DRAGON 2024**



CARD CODEX ZIPSTER

BINDER REGULAR ATM 38016.....\$39.99



**JAPANESE MATTE DUAL ART (60)** ATM 12686.....\$12.99



MATTE DUAL ART (100)

ATM 12186.....\$19.99



ATM 20588.....\$24.99





### **PAPER DUNGEONS: SIDE QUEST EXPANSION**

In the first expansion for Paper Dungeons, every player will continue to search for glory and power, in new and more dangerous Dungeons. Deadliest traps, Lieutenants, strong bosses, will be present in the new adventures. Side Quests will motivate even more divergent paths, and new powerful

artifacts will help you group to defeat all perils and monsters. This expansion brings new elements to enhance the difficult of a game, using a new dungeon sheet, presenting new and harder challenges. Are you ready to be the most glorious group again? Scheduled to ship in November 2023.

ACG 073 ......\$24.99

### ARCANE WONDERS



#### AGE OF WONDERS: PLANETFALL

The heyday of the Star Union has come to an end. Setting off massive Gravity-Bombs designed to create spatial rifts to new worlds led to the Collapse, and many planets were cut off from the rest of the Empire. The surviving factions began gradually rebuilding civilization and rediscovering lost technology. Being once part of a single state, they will have to meet again and find out who is worthy of succeeding the great power. ? Scheduled to ship in November 2023.

AWG AW17PF ......\$44.99

BANDAI CO.

### **DIGIMON TCG: BEGINNING OBSERVER** BOOSTER DISPLAY (24) (BT16)

Includes the new characters Lui Ohwada and Ukkomon from the movie Digimon Adventure 02 The Beginning. Familiar characters such as Davis Motomiya and Veemon from Digimon Adventure 02 round out this set. Plus, the Digimon and Tamers from Seekers are once again included in this set More cards related to Pulsemon's digivolutions have been added, and the lineup includes the first Digimon card of Shroudmon. As in BT15, premium finish SP cards are included! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

### SPOTLIGHT ON



### DRAGON BALL SUPER FUSION WORLD TCG: SET 02 BOOSTER DISPLAY (24) (FB02)

Along with carrying over the Era from the first set, a new Era will be added in the series. With the introduction of many new characters, the battles in the Dragon Ball Super Card Game will become even more heated! Characters that are popular among fans will be included as Secret Rare cards. Not only will 4 Leader cards, and 12 Super Rare cards get ALT ART version, but the 2 Secret Rare cards will too. The powerful card also features a gorgeous illustration and a new appeal, making it the one card that everyone wants. New special illustration cards are a must have for collectors! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2720117......PI

### SPOTLIGHT



### DRAGON BALL SUPER **MASTERS TCG: ZENKAI -SET 07 BOOSTER DISPLAY** (24) (B24)

The "Unison" cards from the UW series are getting a power up as the new Z Card... "Z Unison" further expanding the range of Z Card play! The heart of the game, the leader card, finally comes in a low pull rate Alt Art version. Experience the cool and gorgeous leader card designs with different illustrations and specifications. The "GOD Rare" card is also available in a low pull rate card that always creates a great response from users! NOTE: This item is sold to retailers in full displays.

Please contact your retailer for availability. BAN 2710074.....

### **SPOTLIGHT** ON

### NE PIECE

CARD GAME

### ONE PIECE TCG: EXTRA BOOSTER PACK -**MEMORIAL COLLECTION BOOSTER DISPLAY (24) (EB-01)**

We're building more buzz by releasing products between regular packs that shake up the meta! Includes popular characters from the entire One Piece storyline in a various themes. The lineup includes characters who had relatively fewer Holo cards such as Chopper, Brook, Oden, and Kyros. Existing players won't want to miss this release, as it includes many cards that build on themes found in previous decks, including Dressrosa, Baroque Works, and Impel Down! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2726331......PI

ONE PIECE TCG: ULTRA DECK -THE THREE BROTHERS DISPLAY (6) (ST-13)

This deck aims to increase the number of players by giving existing and new players the opportunity to start winning games right away! The card lineup focuses on the bond between the three brothers Luffy, Sabo, and Ace along with their allies. It has a strong synergy with Booster Pack OP-06. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BÁN 2726299.....

### **CAPSTONE GAMES**



### **ANUNNAKI: DAWN OF THE GODS**

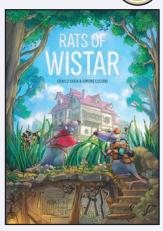
Your ancient alien civilization is leaving its dying planet in search of a new homeland. The promised land is represented by Gaia, which is home to the magnificent human civilization of Atlantis. But beware, other Houses (factions) of your civilization also have the same goal and only one will be able to dominate Gaia! Anunnaki: Dawn of the Gods is a 4x eurogame by Śimone Luciani and Danilo Sabia, set in an ancient dystopian past, where mythology and science-fiction collide. Scheduled to ship in February 2024. 

### **SPOTLIGHT** O

### RATS OF WISTAR

In Rats of Wistar, you play the role of one of the four rats who organized the escape from the famous Wistar Institute. As such, you will have to lead your family to prove that you are the most deserving of leading the entire colony. Thanks to your extraordinary skills, you are able to explore the Farm until you reach the pantry to be able to grab the appetizing cheese; exploiting the artifacts abandoned by humans at the edge of the Wood, you will create new inventions and expand your lair under the trees, digging new rooms and building new beds. Scheduled to ship in February 2024.

CSG ROW-01 ......\$69.99



### **CATALYST GAME LABS**

### **BATTLETECH: MINIATURE FORCE PACKS**

Scheduled to ship in November 2023.

### SPOTLIGHT



### **ERIDANI LIGHT HORSE**

Unleash the Eridani Light Horse Hunter Lance! Included are the new Sagittaire, reposed Banshee, and new variants of the Cyclops and a jumping Thunderbolt - no assembly required - along with four MechWarrior pilot cards and four Alpha Strike cards. Perfect for BattleTech and Alpha Strike action!

CAT 35763.....



### **KELL HOUNDS STRIKER LANCE**

Unleash the Kell Hounds Striker Lance! Included is the new Nightsky, a re-posed Wolfhound, and new variants of the Griffin and jumping Crusader - no assembly required - along with four MechWarrior pilot cards and four Alpha Strike cards. Perfect for BattleTech and Alpha Strike action!

CAT 35766.....



### **NORTHWIND HIGHLANDER**

Unleash the Northwind Highlanders Command Lance! Included is the new Gunslinger, a re-posed and jumping Highlander, and new variants of the Grasshopper and Warhammer - no assembly required - along with four *MechWarrior* pilot cards and four Alpha Strike cards. Perfect for BattleTech and Alpha Strike action!

CAT 35767.....\$29.99





### **BAG OF 50 ASSORTED LOOSE** MINI-POLYHEDRAL (3RD RELEASE)





**D10**S

CHX LE920.....\$40.80

**D205** 

CHX LE921 .....\$40.80

### **CATION ARTS**



### **CONQUEROR: FINAL CONQUEST**

Nothing could stop Rome; for it was destined to rule the world. From humble beginnings, this small city would turn into the world's most revered and powerful empire that ruled Europe, the Middle East and Northern Africa for more than 600 years. But what if you can rewrite history? What if you can stop Rome? What if you can create a different world? Conqueror: Final Conquest is a fun strategy board game for 3-6 players. Set in the 3rd century BC, you and your friends play as one of 6 nations battling for power to conquer and rule the ancient

world. Scheduled to ship in February 2024. 

### **CORVUS BELLI**

#### **REM RACERS**

The most exciting racing game in the Infinity Universe! In REM Racers you will have to face a circuit full of challenges in your race to reach the finish line first and survive. But the competition won't be easy, since your rivals will do everything in their hands to get you off the track. You will need a good strategy and use your skills to defeat them. Get ready to complete in the most exciting races in the entire Human Sphere. Drive your remote and unleash mayhem in REM Racers!





### **CROSSCUT GAMES**



### **TRANSMISSIONS**

Based on the lovely illustrated world of Matt Dixon, Transmissions brings his world of mechanical friends to life. In the game, players share robots as workers moving around a rondel-styled board, collecting engrams and electricity. These are used to gather ideas to improve your use of the robots or items to score points at the end of the game. You also build your own set of connected, flowing pipes while gathering birds and butterflies to score even more points. The game ends when no ideas are left, a player's robots are complete, or no pipes remain to be built. After an equal

number of turns, the player with the highest total score wins!

### **SPOTLIGHT** ON





### WARHAMMER FANTASY RPG: LUSTRIA SETTING BOOK

This book contains all players and GMs of Warhammer Fantasy Roleplay need to set their adventures in the mysterious continent of Lustria. Those who make landfall on the shores of Lustria find themselves in an environment that is wholly inimical to warm-blooded life. The jungles seethe with venomous snakes, carnivorous lizards, poisonous flora, and deadly disease. The few precarious settlements that cling to the coast arouse the ire of Lustria's oldest inhabitants, the Lizardmen, who sally forth from their temple-cities to destroy all who encroach on their territory. The Collector's Edition comes wrapped in a faux leather cover textured like the scales of a huge reptilian beast and colored in the cool teal associated with the Lizardmen. Scheduled to ship in February 2024.

**REGULAR EDITION** 

CB7 2496 .....

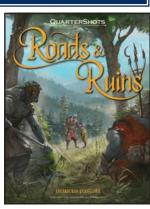
CB7 2477. COLLECTOR'S EDITION

### **DECK & DICE GAMES**

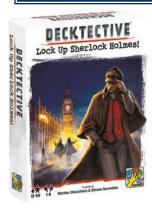
#### QUARTERSHOTS RPG: **ROADS & RUINS**

Quartershots (as in, smaller than "one-shot" adventures) A new type of adventure book packed with system-neutral side quests that can be dropped into any RPG session with ZERO prep! Not enough time to prep for your upcoming session? QuarterShots is your backup plan. Didn't expect your players to leave town mid-session? No problem! Just flip to a fitting two page adventure and seamlessly continue GMing. Each adventure starts with a brief summary, to let you quickly pick out the adventure that best fits your game. Scheduled to ship in February 2024.

DDG QS01.....\$25.00



### **DV GIOCHI**



### **DECKTECTIVE: LOCK UP** SHERLOCK HOLMES

A mysterious inscription stains the floor of 221B Baker Street. Does it have something to do with the theft at the Royal Palace? Is the arrest of the most famous detective of all time really the right solution? First, you must discover what has happened to Sherlock himself! Collect the clues: documents, traces, witness statements... and solve the mystery Scheduled to ship in October 2023. DVG 5754 ......\$14.99



### **ARMY OF DARKNESS: 30TH** ANNIVERSARY BOARD GAME

From the powerhouse designers at Lynnvander Studios comes a game that will take you to Hell and back - if you've got the guts to play it! In this cooperative tower defense board game for 2 to 4 players, Ash Williams and his allies lead the defense of Lord Arthur's castle. Each round, players frantically program actions in a real-time planning phase. Then they take turns resolving those cards to move around the

castle, use its artillery and other rooms, and fight to keep the Deadites at bay. If they can survive long enough against the Army of Darkness, Evil Ash himself shows up and if the players can defeat him before the undead steal the Necronomicon, then the battle will be won! Scheduled to ship in December 2023.

DIA STL293063 ......PI

### **ARMY OF DARKNESS: 30TH ANNIVERSARY BOARD GAME -MINIATURES EXPANSION**

Nothing brings the dead back to life quite like a well-crafted miniature! Just like the tiny Ashes that once plagued our hero, these tabletop minions will make every game feel like a true life-and-death struggle! Scheduled to ship in December 2023.

DIA STL293064 ......PI



### **DYSKAMI PUBLISHING**

### ANIME 5E

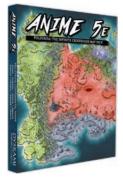
Scheduled to ship in January 2024.

### **ADVENTURES - VOLUME 1 -SHADOW THREATS**

Welcome to Shadow Threats - the first 32-page module in the Anime 5E Adventures line. Nestled alongside the headwaters of the Sarapal River, on the border of Pachana's sentry kingdoms Marinako and Rikabat, stands the fortress-town of Valtark. Heroes will face monsters and intrigue while they learn the dangers of making assumptions. Although Shadow Threats serves as a standalone scenario, the narrative action can fit into most fantasy campaign structures, whether the characters are wandering mercenaries or on an epic quest.

DYS 605 ......\$14.95

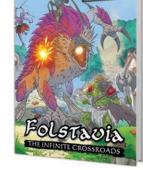


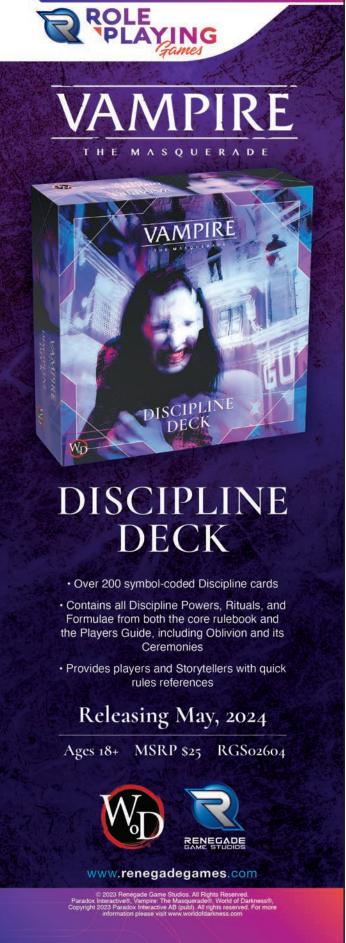


### ANIME 5E: FOLSTAVIA - MAP PACK

### **FOLSTAVIA - THE INFINITE CROSSROADS EXPANSION (HARDCOVER)**

Welcome to Folstavia: the official world setting for the Anime 5E fantasy role-playing game. Inside this 272-page, full-colour tome you'll find details about the history, culture, factions, folk, magic, and creatures of Folstavia's eight continents and wondrous extraplanar regions. In addition to its rich lore and setting details, the Infinite Crossroads contains a wealth of Anime 5E game material. DYS 600 ......\$49.95











### BEST SELLER

### STAR TREK: AWAY MISSIONS



Lead your away team into the aftermath of the Battle of Wolf 359.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.

**AVAILABLE NOW** 

STA001

\$60

### STAR TREK: AWAY MISSIONS Q ORGANIZED PLAY KIT

COMING SOON

This organized play kit has everything you need to play a four game campaign for up to 10 players. Perfect to bring your gaming group together for a big event.

- Containing 10 Q Miniatures
   & Character Cards
- 150 Cards
- 62 Tokens



\$25

STA-OP01

NOVEMBER

### STAR TREK: AWAY MISSIONS COMMANDER SELA EXPANSION



The Romulans are always after more Intel on their foes, learning their strengths and weaknesses and how to defeat them. and devious stratagems to derail their opponent's plans.



- Includes 5 miniatures
- 70 new mission & support cards

**AVAILABLE NOW** 

STA002

\$25

### STAR TREK: AWAY MISSIONS CHANCELLOR GOWRON EXPANSION

Klingons are warriors trained from birth to fight and few others can stand up to a Klingon in a one-on-one fight. As a Klingon player, you can't go wrong by simply getting up close and personal with the enemy Seek out honor and the death of your foes.

- Includes 4 miniatures
- 70 new mission & support cards





\$25

STA004

**AVAILABLE NOW** 

### COMING STA

SOON

### STAR TREK: AWAY MISSIONS CAPTAIN PICARD EXPANSION



Captain Picard returns to the site of the Battle of Wolf 359 to establish peace between the squabbling factions and restore the primacy of the Federation in interstellar matters.

- Includes 5 Miniatures
- 70 New Mission & Support Cards
- 1 Core Mission Card

NOVEMBER

**STA006** 

\$25

### STAR TREK: AWAY MISSIONS HOUSE OF DURAS EXPANSION

ION SOON

STAR TREK

DURAS

KLINGON EXPANSIO COMING

The Duras Sisters take the remains of their house to Wolf 359 in the hope of finding plunder to finance their return to Klingon politics and to redeem their honor - by any means necessary.

- Includes 5 Miniatures
- 70 New Mission & Support Cards
- 1 Core Mission Card



STA007

NOVEMBER

GIO

**DEC** 2023

28





### **ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS**

Aliens: Another Glorious Day In The Corps is a cooperative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- · Recreate awesome scenes from the movie
  - Play iconic characters
  - Dynamic co-op gameplay
  - And all the Aliens you can kill!







ALIENS11

**AVAILABLE NOW** 



### **ALIENS: GET AWAY FROM HER** YOU B \* \* \* H! EXPANSION

You've had your first encounter with these bugs, but now you've got to find a way off this rock. It'll be 17 days before any rescue mission is called, and you'll be lucky to survive 17 hours!

- · New Campaign Missions spanning the Queen's Lair, Landing Platform, and the U.S.S. SULACO.
- Expanded Campaign Missions from Another Glorious Day In The Corps, adding new paths and threats.

\$60

ALIENS13

**AVAILABLE NOW** 

### **ALIENS: ULTIMATE BADASSES EXPANSION**



This expansion provides new options for fighting the Xenomorph menace, adding even more badass characters to the Aliens: Another Glorious Day In The

Choose how to build your character to make it out

**AVAILABLE NOW** 

ALIENS12

\$30

### ALIENS: WE'RE IN THE PIPE. **FIVE BY FIVE EXPANSION**

GET AWAY FROM HER, YOU  $B^{\star + \star} H$ 

This expansion brings the Sulaco's dropship crew; 'fly the friendly skies' as you fight off alien stowaways & attempt to rescue survivors.

- · 2 crew members on the ground to provide support your Marines
- 4 New Alien Variants



ALIENS14

**AVAILABLE NOW** 



NEW



### **FLOOD GATE GAMES**

### FOG OF LOVE: LOVE IS FOR EVERYONE EXPANSION

Scheduled to ship in February 2024.

FGG FOLLIFE ......\$14.95

### **FROWN CLOWNS**

### 5 WARDS

5 Wards is a lite-weight blend of area control, worker placement, dice selection and card play. 5 Wards is played over a number of rounds, and your goal is to deploy your Thugs to the map to gain control of the city. Each of the 5 Wards has a different Victory Point ("VP") scoring condition, drawn randomly at setup. Each ward scores only once at the end of the game, so every point is precious! The final round is triggered when the Landmark deck runs out, after which the Gang with the most VPs is the winner. Scheduled to ship in February 2024. FCG 002.....



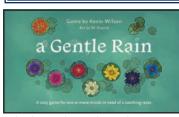
### **GRAND GAMERS GUILD**



### **GORINTO: SPECIAL** LIMITED EDITION

Elements gather energy in unique patterns, challenging you with finding the ideal route to balance and harmony. Earth digs deep, Water flows wide, Fires rise high, Wind blows freely, and Void slips between the rest. Can you gain the understanding you need to uncover true wisdom? Limited edition includes Spirit Wishes Expansion. Scheduled to ship in January 2023. GGL GO05 .......\$39.99

### **INCREDIBLE DREAM**



### A GENTLE RAIN

You have come to the lake hoping to see a rare and beautiful sight. The lilies of the lake only open their blossoms in the rain, and only rarely do all eight kinds of lily bloom at once. The goal of A Gentle Rain is to place the lake tiles in such a way to cause all eight types of lilies to bloom before you run out of tiles and the rain

ends. Place each new tile you draw next to a tile already in play, making sure to match the colors of all the tile edges touching the tile you are placing. Each time you manage to complete a square of four touching tiles, a blossom opens between them. Keep Score, or don't. Scheduled to ship in May 2024. 

#### KINFIRE DELVE: SCORN'S STOCKADE -**1ST EDITION**

In Kinfire Delve: Scorn's Stockade, players take on the roles of Seekers dispatched to one of the mysterious and magical Wells of Atios. Players must work together as a team to delve to the bottom of the Well and defeat its Master to prevent them from being unleashed upon the world. Set in the world of Kinfire Chronicles, this press-your-luck card game can be enjoyed by fans and newcomers alike. Scheduled to ship in January 2024.

IDS AYA11011001 ...... \$19.99



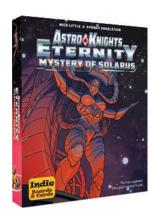
### **INDIE BOARDS** & CARDS



#### **ASTRO KNIGHTS: ETERNITY**

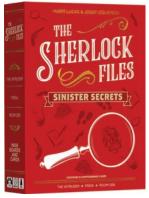
Many generations after the events of the original Astro Knights setting, a group of rag-tag intergalactic scrappers find great power and responsibility forced upon them! Astro Knights: Eternity is a standalone, cooperative deck-building game with several scenarios connected by a single, ongoing narrative. Scheduled to ship in January 2023.

IBC AKE1 .....\$49.99



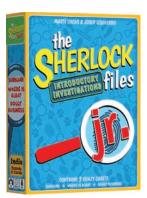
### **ASTRO KNIGHTS: MYSTERY OF SOLARUS EXPANSION**

Scheduled to ship in February 2024. IBC AKEMS1 ......\$19.99



### **SHERLOCK FILES:** SINISTER SECRETS

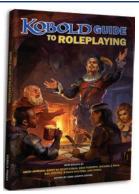
Decipher clues to determine which are relevant to the case and which are not. Share what you deem relevant with your detective partners. Which theories will you chase? How will you fare compared to the world's greatest detective? Work together to solve each case and find out! IBC SFSS1 .....\$24.99



### SHERLOCK FILES JUNIOR: **INTRODUCTORY INVESTIGATIONS**

IBC SFJRII1 .....\$24.99

### **KOBOLD PRESS**



#### **KOBOLD GUIDE TO ROLEPLAYING**

There's a reason it's called a tabletop ROLEplaying game. Taking on the personae of different characters in the story brings a richness and depth to the experience and can make your game sessions exciting and memorable. But how can the poor, harried Game Master wrangle a whole slew of unique personalities on top of all the other work that goes into preparing each week? Kobold Guide to Roleplaying has the answers you seek. Inside, find over 100 pages of ideas and suggestions for bringing out all the exceptional dispositions, temperaments, emotions, and quirks of every NPC the player characters meet. KOB 9825.....\$19.99



### **MAP TILES: FORESTS**

Draw your table into the foreboding woods beyond the edge of civilization with Map Tiles: Forests! Forge a path through 24 lovingly illustrated 7"x7" map tiles featuring abandoned camps, longforgotten ruins, perilous river-crossings and other exciting opportunities for forest adventure! Whether your players are assaulting a bandit camp or creeping their way through a web-choked spider lair, all the wonder and terror of the deep, dark woods are at your fingertips with Map Tiles: Forests! Made of wet/dry erase cardstock. Features 12 double sided titles KOB 9832.....\$24.99



## America's First Collectibles Auction House HAKES.COM



Pokémon Unlimited Edition Base Set Sealed Booster Box (1999)







P.O. Box 12001 York, PA 17402 866-404-9800

Auction #239 Online Now! Closes Novemeber 14-15





#### **IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS**

Got some cards that are a little... thick? Protect those cards that have a little extra something something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

75pt Magna-Armor Holders DIA STL258372	PI
100pt Magna-Armor Holders DIA STL258374	PI
130pt Magna-Armor Holders DIA STL258375	PI



MAGNA-ARMOR



















### IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.







### IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

10-Card-Pack Magna-Armor Holders DIA STL258367 ......PI 15-Card-Pack Magna-Armor Holders DIA STL258370 ......PI









### IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with Ironguard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

130pt Standard Penny Sleeves (pack of 100) DIA STL258392 ......PI

### IRONGUARD CARD TOPLOADERS

GIM

32





#### **IRONGUARD 8" X 10" PHOTO TOPLOADERS**

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from Ironguard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 ...... PI



#### **IRONGUARD COMIC BOOK TOPLOADERS**

IDONGUADO O DOCKET DELLIVE DODTEOLIO DI ACK DIA STI 220216

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with Ironguard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5. Current Size Toploader DIA STL258377.....

Silver Age Size Toploader DIA STL258379 ..... Golden Age Size Toploader DIA STL258380 ..... Magazine Size Toploader DIA STL258382 .....

#### STILL AVAILABLE

INCITED A LOCAL PROPERTY OF PROPERTY OF A LOCAL PROPERTY OF A LOCA	******
IRONGUARD 9 POCKET PAGES 25 COUNT PACK DIA STL230307	PI
IRONGUARD 9 POCKET PAGES 25 COUNT BLACK PACK DIA STL230313	
IRONGUARD BOARD GAME SLEEVES 100 PACK DIA STL230327	PI
IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328	
IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331	PI
IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344	PI
IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333	PI
IRONGUARD DECK PROTECTOR BOX DIA STL230348	
IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480	PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481	
IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325	PI
IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326	PI
IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES)	PI
IDONIGHADD TOP LOADERS 35DT RETAIL DACK OF 25 DIA STI 215472	DI

IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473 ......







#### YU-GI-OH! TCG: MAZE OF MILLENNIA **BOOSTER DISPLAY (24)**

Maze of Millennia rings in the New Year with new long-thought-lost cards seen in the TV series, and some of today's hottest tournament-level cards, coming in January 2024! From the mesmerizing power of Pegasus' Eye of Illusion to the unseen evil of Clorless, Chaos King of Dark World, you'll have your hands full with dozens of new cards that first appeared in or were inspired by the many worlds of Yu-Gi-Oh! The complete Maze of Millennia set contains 85 cards. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. KON 86404.....\$107.76

## **SPOTLIGHT** ON T



#### YU-GI-OH! TCG: **PHANTOM NIGHTMARE BOOSTER DISPLAY (24)**

Don't close your eyes - Phantom Nightmare is lurking just around the corner! This 100-new-card set is loaded with astounding new cards that are the stuff your dreams are made of (and your opponent's nightmares...). Unlock the terrifying secrets of new themes, find brand-new cards for recent favorites, and meet more memorable monsters! No matter which way you turn, there's no escaping the exciting new cards in Phantom Nightmare! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. KON 86382..... \$107.76

#### **MOCO GAMES**



#### **SABOBATAGE**

Sabobatage is a strategic tabletop game inspired by boba, also known as bubble tea or pearl milk tea. Have you or a friend ever said, 'I wish I had a boba shop and could drink boba all day?' Make those dreams come true with this card game that's fun with your friends and perfect for the whole family. Scheduled to ship in November 2023.

MCO 614058 .....\$30.00

#### **MONTE COOK GAMES**



#### **CYPHER SYSTEM RPG:** STARTER SET

The Cypher System is the critically acclaimed roleplaying game system that powers any campaign in any genre. Lauded for its elegance, ease of use, flexibility, and narrative focus, the Cypher System unleashes the creativity of GMs and players. The rules are unintrusive, but give you the power and sophistication to create any story, character, or adventure you can imagine. Scheduled to ship in January 2024.

MKG 371 ......\$29.99

#### THE MYSTERY AGENCY



#### THE MYSTERY AGENCY: THE BALTHAZAR STONE

The Balthazar Stone by The Mystery Agency is an award-winning escape-room puzzle to play at home. Join Elsa Winslow on her journey to Sharktooth Island. To solve the mystery, you must solve the many clues hidden in an ancient treasure chest to find Balthazar's Stone and break its ancient curse. And it hasn't been made easy for you - the wooden chest itself has been padlocked and you will have to work out the combination just to get started! Scheduled to ship in November 2023.

TMA 001..... .....\$65.00

#### **LUCKY DUCK GAMES**

## SPOTLIGHT



Divinus is a competitive, legacy, tilelaying, digital hybrid game in which you play as a demigod seeking to gain the favor of the Gods and ascend to a new pantheon. Players will embark on a twelvescenario campaign that will see them exploring lands, completing quests, interacting with Gods, and impacting the outcome of the epic clash between Greek and Norse Panthons. Scheduled to ship in February 2024. LKY DVN-R01-EN .....\$70.00

#### MINDS VISION

#### **LEGACY OF CTHULHU RPG: DELUXE EDITION (HARDCOVER)**

The Legacy of Cthulhu is a Role-Playing Game that lets players act as one of the few Survivors of the apocalypse brought to Earth by the Great Old Ones and their minions. The game's main goal is survival, hiding in Shelters and waiting for the best windows of opportunity to go on supply runs. Food, medicine, weapons, and gear are the essential tools to resist the dooming future ahead, filled with regular folk possessed by pure desperation and madness, scheming cultists, shadowy priests, and the most dangerous Enemies of all: the perverse spawns of Cthulhu and other Great Old Ones, powerful enough to shatter someone's mind just with their presence. Scheduled to ship in February 2024. MVB 001......\$49.95



#### THE MYSTERY AGENCY: THE GHOST IN THE ATTIC

Ghost in the Attic by The Mystery Agency is an award-winning escaperoom puzzle to play at home. Themed around a haunted board game from the 1950's, you will need to use all your powers of deduction and logic to solve a baffling, mind mangling sequence of clues to crack combination locks, piece together the information and 'banish' the ghost forever. And it hasn't been made easy for you - the box itself has been

chained and padlocked and you will have to work out the combination just to get started! Scheduled to ship in November 2023.



#### THE MYSTERY AGENCY: THE MAN FROM SECTOR SIX

Scheduled to ship in November 2023. TMA 004.....\$65.00





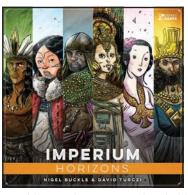
Set 3 of the popular Pack O Game line introduces 8 new titles.

Look for our products at your friendly local game store!

packogame.com



#### **OSPREY GAMES**



#### IMPERIUM HORIZONS

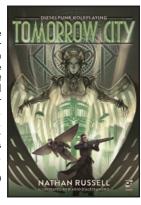
Imperium: Horizons is a standalone game that contains an astonishing fourteen unique civilizations, each of which makes for a unique and challenging opponent in a solo game. The game is fully compatible with Imperium: Classics and Imperium: Legends for players wanting to expand their pool of civilizations even further, and the game incorporates a new trade module that allows players to recreate all the intrigue, wealth generation, and dynamic politics of a thriving economy. It also contains over 45 cards reprinted from Classics and Legends for various

minor balance and integration tweaks. Scheduled to ship in February 2024. OSP GAM054 .....

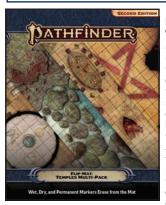
#### TOMORROW CITY DIESELPUNK RPG

Tomorrow City is a roleplaying game of dark science and dieselpunk action. Swift and simple character creation and an easy-to-learn dice pool system places the emphasis on unique personalities and the momentum of the plot. Join the Underground and fight the crime and corruption at the heart of the city. Sell your dieselpunk tech, occult knowledge, and sheer grit as troubleshooters for mysterious paymasters. Hunt down spies, saboteurs, and science-run-amok. As weary sky rangers, fringe scientists, and radiumpowered veterans, you might be all that stands between a better tomorrow and no tomorrow at all. Scheduled to ship in February 2024.

OSP RPG016.....\$35.00



#### PAIZO PUBLISHING



#### PATHFINDER RPG: FLIP-MAT -TEMPLES MULTI-PACK

Say Your Prayers! In a world steeped in divine magic, temples are centers for the power of the gods. Though the temples of benevolent deities can provide respite to weary heroes, those devoted to malevolent deities are perilous strongholds for villains and monstrous legions alike. Whether your heroes are in search of a holy place to defend or a profane temple where they can battle the forces of evil, Pathfinder Flip-Mat: Temples Multipack has you covered. This trove of temples features a tranquil and verdant sanctuary of healing, a rugged seaside temple to a god of violence and destruction, a temple of undeath nestled in a dilapidated graveyard, and a diabolical temple, where the stage has been set for the arrival of the terrors of Hell. Scheduled to ship in February 2024.

PZO 11011-FM .....

PZO 12002-PE .....\$29.99

#### PATHFINDER RPG: **GM CORE RULEBOOK** (POCKET EDITION) (P2)

Within these pages you'll find clear guidelines for creating new hazards and monsters, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! Pathfinder GM Core also contains a dragon's hoard of magic items and treasure to entice and reward your players, from simple healing potions to magic weapons and armor and legendary artifacts, including dozens of brandnew items! These rules are compatible with previous Pathfinder Second Edition rulebooks, incorporating comprehensive errata and rules updates and some of the best additions from later books. Scheduled to ship in February 2024.



**SPOTLIGHT** ON



#### PATHFINDER RPG: PLAYER CORE RULEBOOK (POCKET EDITION) (P2)

The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page softcover tome is the definitive rules resource for all Pathfinder Second Edition players! Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG! Scheduled to ship in February 2024. 

#### **PEGASUS SPIELE**

#### **5 TOWERS**

Compete as master architects to acquire cards and use them to build the highest towers. You'll get cards if you are willing to take more than everyone else. But since you can only build one tower of each of the 5 types, taking too many cards at once can limit your options in the long run. Scheduled to ship in January 2024.

PNA 57814E......\$14.99



#### HAVALANDI

You stand at the railing of the viewing pavilion, your gaze wandering into the distance. The soft colours around you glow in a soft light. From this beautiful location, fleets of your hot air balloons will soon dapple the sky with radiant hues. You couldn't be prouder, but as the horizon fills with these graceful flights of fancy, it will take careful planning to make sure that your balloons attract the most attention. You are trying to score as many points as possible with clever placement of your balloons. Points are earned by launching the balloons of your fleets and forming the largest possible groups of your own balloons within the different regions. Scheduled to ship in January 2024. PNA 59058E.....\$39.95

#### MICROMACRO: CRIME CITY -**BONUS BOX EXPANSION**

Welcome back to Crime City. You have already solved numerous crimes and sent many criminals to prison. However, there are still cases left unsolved. Once more, you will tak to the streets of this crime-ridden metropolis to get to the bottom of its final mysteries. The Bonus Box contains 14 cases with 136 cards in total. The 3 "Epic Cases" are spread across several chapters and all four game maps of Crime City. Scheduled to ship in January 2024.

PNA 59065E......\$24.99





#### MOORLAND

In Moorland, it's up to you to manage this fragile and fascinating ecosystem and its uniquely adapted creatures. Success lies in cleverly linking waterways and distributing plants to keep your own moor alive. Create a diverse habitat for various animal species and compete to build the best ecosystem. Scheduled to ship in January 2024.

PNA 57811E.....\$39.95

#### PLAID HAT GAMES



#### SUMMONER WARS: DEEPWOOD **GROAKS FACTION DECK**

Behold the Inventor, an artificer using his summoning stone to construct a war band of technological marvels! This recluse wields his new stone to imbue his inventions with new power abilities. Build devices on the battlefield, then upgrade them with new tech to grind down your foes and smash gates. Scheduled to ship in January 2023. PHG 3615.....\$14.95

#### SUMMONER WARS: THE FORGED FACTION DECK

From the waterlogged forests comes the witch-frog. Hekateia and her Deepwood Groaks. Brew your foul potions and toss them to your warriors as needed so that they might cheat your foes of any advantage. Enhance your maneuverability and strength, or poison the enemy and watch them wither before your amphibian superiority. Scheduled to ship in January 2023.

PHG 3614......\$14.95

#### **POKÉMON USA**

# **SPOTLIGHT** O

#### POKÉMON TCG: POKÉMON TRADING CARD GAME CLASSIC

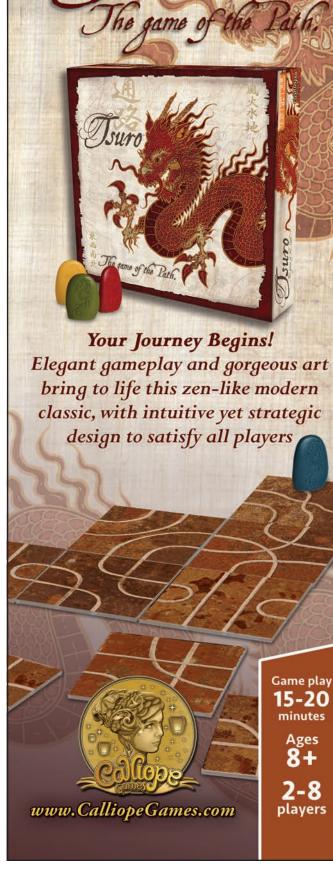
Go back to the beginning with *Pokémon Trading Card Game Classic*! This timeless collection includes three 60-card decks featuring the original first partner Pokémon inspired by the Pokémon TCG Base Set and quintessential cards from throughout the game's long history, all as foil cards and ready to play right out of the box. In addition to the vintage favorites, six new cards - including Suicune ex, Lugia ex, and Ho-Oh ex - make their debut. Enhance your experience with high-quality gameplay accessories like a foldable two-player game board, stackable damage counter cones, and a toolbox case that keeps everything conveniently stored for your next battle. PUI 290-85568......

#### R & R GAMES



#### HIDE AND SEEK: SAFARI MONKEY II

Kid explorers will love this Top Toy of the Year award-winning game! Have someone hide the Monkey, then use the Scanner to track it down. Lights will flash red on the Scanner dial to show you're getting warmer, and the Monkey will call out when you are near. Play indoors or out, alone or with others, you can even hide multiple *Hide & Seek Safari* Monkeys. Have some jungle fun outside and hide the animals in the bushes, the jungle gym, the flowerpot... just about anywhere! For ages 5 and up.





#### DISNEY LORCANA TCG: RISE OF THE FLOODBORN



#### BOOSTER DISPLAY (24)

Unlike starter decks, booster packs contain twelve random cards from Disney Lorcana: Rise of the Floodborn. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level).

RVN 11098271.....







#### **BOOSTER SLEEVE SINGLE PACK**

Unlike starter decks, booster packs contain twelve random cards from Disney Lorcana: Rise of the Floodborn. Use booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards, 3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level).

RVN 11098247.....



#### **CARD SLEEVES - MULAN**

Each pack contains 65 matte-finish card sleeves featuring a Disney Lorcana TCG glimmer. RVN 11098259.....\$9.99



#### **CARD SLEEVES - SISU**

Each pack contains 65 matte-finish card sleeves featuring a Disney Lorcana TCG glimmer. RVN 11098258.....\$9.99



**DECK BOX - MULAN** 

Each deck box can hold up to 80 sleeved cards. RVN 11098261.....\$5.99



**DECK BOX - SISU** 

Each deck box can hold up to 80 sleeved cards. RVN 11098260.....\$5.99



#### **DISNEY 100 COLLECTOR'S EDITION GIFT SET**

For a century, animators at Walt Disney Animation Studios have used ink to create magical characters and stories. Their work inspired the creation of Disney Lorcana and is celebrated in this Disney 100 Collectors Set, which includes 6 stunning foil alternate art cards from Disney Lorcana: The First Chapter TCG and Disney Lorcana: Rise of the Floodborn TCG, illustrated by Disney animators. These alternate art cards are available only as part of this limited Collectors Set, which also includes 4 booster packs from Disney Lorcana: Rise of the Floodborn. The gift set will include: 6 foil cards illustrated by Disney animators, 4 Rise of the Floodborn booster packs of 12 additional game cards each.

RVN 11098254.....\$49.99



**NEOPRENE MAT - BEAST** RVN 11098262.....\$19.99



**NEOPRENE MAT -**WINNIE THE POOH

RVN 11098263.....\$19.99

# ROLL INTO HOLIDAY MAGIC

**CHECK OUT THESE FESTIVE OFFERINGS** FROM SIRIUS DICE!













SILVERY SPECTACLE SDZ0012-04 \$49.99

THE PERFECT GIFT SNOW GLOBE 54MM D20 SNOW GLOBE 54MM D20 SDZ0012-02(22) \$49.99

54MM D20 SDZ0012-05 \$49.99

54MM D20 SDZ0012-06 \$49.99

KRAMPUS SCENIC SANTA SCENIC SNOWMAN SCENIC 54MM D20 SDZ0012-07 \$49.99

SIRIUS COM SIRIUS CDICE



## FEATURED ITEM



#### **ILLUMINEER'S TROVE**

The ultimate treasure for both collectors and players, the *Illumineers Trove* includes a full-art storage box, two deck boxes, eight booster packs, a players guide, and more. The players guide offers a look into the realm of Lorcana as well as a complete visual guide to all cards in *Disney Lorcana: Rise of the Floodborn*. Also included are deckbuilding tips and game strategies. The Illumineer's Trove includes: 1 storage box, 2 deck boxes, 8 booster packs, 15 game tokens, 1 player's guide.

RVN 11098250.....\$49.99

# FEATURED ITEM





#### STARTER DECK

To play the *Disney Lorcana TCG*, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If youre new to trading card games, or if you want to experience the game with a deck designed and tested by Team Lorcana, this is a good place to start. Each starter deck includes: 1 starter deck of 60 cards, including 2 foil cards of the characters on the package front, 11 game tokens, 1 rulebook, 1 booster pack containing 12 randomized cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

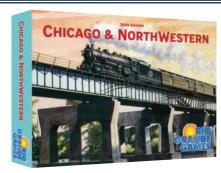
#### STARTER DECK

RVN 11098268......\$16.99

STARTER DECK CARTON (8)

RVN 11098264......\$135.99

#### **RIO GRANDE GAMES**



#### CHICAGO & NORTHWESTERN

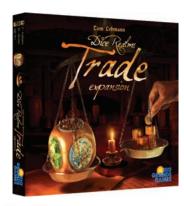
Robber Barons vie for dominance as they build railroads from Chicago across the vast plains of America's Midwest. Sales of stock raise the capital necessary for these fledgling railroads to drive west through the bountiful heartland in their quest for huge profits. Difficult decisions must be made, balancing future growth vs immediate income. Timing is critical, assessing the best moment to seize opportunities for their maximum value. Money management is crucial, there are no loans in this game to bail you out. Choose your actions wisely, discern your competitor's interests carefully, be prepared to act decisively when you must. Scheduled to ship in December 2023.

RGG 663 ......\$39.95

#### DICE REALMS: TRADE EXPANSION

As realms recover from the Great Plague, trade resumes, universities are founded, and merchant houses flourish. Can you build the most prosperous realm while contending with fate? *Trade* expands *Dice Realms*, adding a new die type, 9 more die faces, 5 lines of related die faces, and 8 events that modify the Fate Die, representing the tumultuous late Medieval world. New cooperative and solo play options, as well as recommended setups, are also provided. Scheduled to ship in December 2023.

RGG 658 .....\$79.95





#### **DUTCH INTERCITY**

Holland means business. Since the days of the Dutch East India company, Dutch traders have demonstrated their savvy business prowess internationally. Now it is time for The Netherlands to build their railroads. Instead of competing with the British, French, Italians & Germans, they are competing with the best of the best, other Dutch investors. There is no luck in this short, ruthless game, just shrewd, astute investments that will bring vast wealth. Making money is the goal of this game. Make the most and you win. Scheduled to ship in December 2023.

RGG 664 .....\$39.95



#### **EVACUATION**

Your sun is expanding, roasting your planet. Soon all life will die. But hope lies only a stone's throw away – a new planet, rich in the plant life that will provide food and oxygen for your people. You have the means to get there. Now, it is time to fly. In *Evacuation*, players lead their nations on a mission to establish civilizations on the New World. Players compete for the best landing sites in a race to see who can build their new home first. You start the game with a fully

functioning economy. But to survive, you must dismantle that economy and relocate it to the New World. Scheduled to ship in November 2023.

RGG 646 ......\$69.95



#### FTW?!

Try to play your cards, so you preferably keep only 1 card with a high number. As soon as a player manages this, score plus points for your highest card, but minus points for all additional cards in your hand. Contents: 60 cards, 1 rules sheet. Scheduled to ship in November 2023.

RGG 656 ......\$19.95

# SPOTLIGHT ON 8



#### MAMMA MIA!

Who is the best pizza maker? In this delicious card game, the players are pizza makers. The players take orders from the waiters and ingredients from the supply. They put them all together in the oven and bake. When all the ingredients are used up, the players open the oven to discover which pizzas were baked properly, and which were not. Scheduled to ship in November 2023.

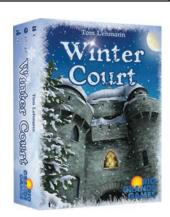
RGG 115 ......\$14.95



#### NEW FRONTIERS: STARRY RIFT EXPANSION

As empires expand into the Starry Rift, they encounter the Xenos, a violent xenophobic race. Historians scour the Alien Archives for how to defeat them. Meanwhile, a flexible Uplift race develops Bio-Terraforming technology. Welcome to The Starry Rift, the first New Frontiers expansion. New start colonies, developments, worlds, and goals provide lots of variety. Scheduled to ship in November 2023.

RGG 657 ......\$39.95



#### WINTER COURT

Two rival diplomats plot how to advance their agendas during Winter, when a medieval court is confined by bad weather to a single castle. Should you approach the royals directly or should you curry favor with other court members first? Their Powers could be useful in influencing the royals to your cause. Hmm... the Steward's purse could gain you extra influence, while the Lover could sway that love-sick, sighing Prince to your side. The Knight could be a valuable ally to gain either the Ruler's favor or the interest of that military-minded Princess. Scheduled to ship in December 2023.

RGG 649 .....\$24.95



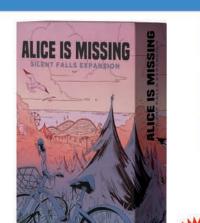
GIM

**DEC** 2023

41







ROLEPLAYING

16+

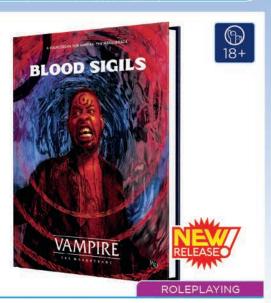
 $\binom{n}{2}$ 

## ALICE IS MISSING SILENT FALLS EXPANSION

- . Explore uncharted locations and confront new suspects.
- · Explore brand new stories and deepen your connections to the other characters.
- · 38 new cards including playable characters, Clue Cards, and more!

RGS02660 \$20

#### **FEBRUARY RELEASE**



#### **VAMPIRE: THE MASQUERADE 5E RPG BLOOD SIGILS SOURCEBOOK**

- · A look into the underground blood magic scene
- · Dozens more Thin-Blood Alchemy formulae and Blood Sorcery rituals
- · New tools, monstrosities, tomes, and Loresheets!

RGS01122 \$45

JANUARY RELEASE





ROLEPLAYING

\$45

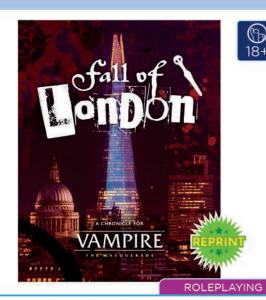
#### VAMPIRE: THE MASQUERADE **5E RPG BLOOD STAINED LOVE SOURCEBOOK**

· How to play your character in stories of romance

RGS01142

- · Merits, Flaws and Discipline powers related to romance
- · 6 Romance Storyteller Characters and 6 detailed story concepts

#### JANUARY RELEASE



#### VAMPIRE: THE MASQUERADE **5E RPG FALL OF LONDON CHRONICLE**

- · Updated reprint with minor edits
- · Decide the final fate of Mithras, once the most powerful Kindred
- · Centered around a group of members of the Cult of Mithras

RGS01123 \$45

### JANUARY RELEASE



WWW.RENEGADEGAMES.COM





ROLEPLAYING

#### G.I. JOE **RPG STANDEE PACK 1**

- · 338 G.I. JOE Roleplaying Game cardboard standee characters
- · Perfect for a 1" grid
- · Includes Heroes, Threats, and Vehicles

STANDEE PACK

RGS02649 \$50

## JANUARY RELEASE



#### TRANSFORMERS **RPG DECEPTICON DIRECTIVE DICE SET**

- 8-piece dice set (2 d20, 1 d12, 1 d10, 1 d8, 1 d6, 1 d4, 1 d2 Coin)
- · The highest number on each die is a unique Decepticon Icon
- · Specially designed for the Essence20 Roleplaying System

RGS02634 \$15

**AVAILABLE NOW!** 



## MY LITTLE PONY RPG DARK SKIES OVER EQUESTRIA ADVENTURE SERIES BOOK

- · 3 new Influences and 7 new Spells for any pony character
- · Full detail on changelings, and how to play one as a character
- · 6 new adventures along with new threats and monsters

RGS 01105 \$45

#### **AVAILABLE NOW!**



### TRANSFORMERS **RPG DECEPTICON DIRECTIVE DICE BAG**

- · Features the Transformers Decepticon logo
- · High quality, double-lined fabric with a soft interior liner.
- · Locking drawstring clasp

RGS02635 \$15

#### **AVAILABLE NOW!**







#### **ROOKIE MAGE GAMES**

#### THE UNSEEN

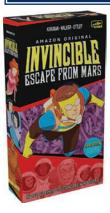
Prepare for an evening of lies, deceit, and betrayal! Someone in your small town has founded a secret cult. They have brainwashed others in their attempt to rise to power. You don't know who they are. You don't know who you can trust. Can you survive the rise of The Unseen? The Unseen is a hidden identity/social deduction game where players are divided into Villagers and



Cult Members. One player will be the Cult Leader. The Cult Leader and their army of brainwashed servants will sow deceit to keep the Cult Leader's identity hidden from the Villagers. Scheduled to ship in February 2024.

RMG TUS10 ......\$9.99

#### SKYBOUND ENTERTAINMENT



#### INVINCIBLE ESCAPE FROM MARS

Invincible: Escape from Mars is a social deduction game for 4-10 players where your objective is to find your teammates, get on the rocket, and escape from Mars. But loyalties can change at any moment, including your own! Scheduled to ship in February 2024.

SKY 4633.....\$24.99

#### STEAMFORGED GAMES

#### **RUNESCAPE KINGDOMS:** THE BOARD GAME - KING **BLACK DRAGON EXPANSION**

The King Black Dragon expansion grows your RuneScape Kingdoms universe with a hedonistic new boss to face, Bob the Cat to meet, Prayer skill to master, Wilderness location to explore, and a whole new campaign. A Cat's Tale of Triple Trouble, that will test your dragon-slaying mettle! It's packed with new side quests, vault cards, and events, plus new items to discover, craft, and equip on your path to victory. SFL RSK-002.....\$34.99



#### RUNESCAPE KINGDOMS: THE BOARD GAME -SHADOW OF ELVARG CORE BOX

Get ready to explore the epic and irreverent world of Gielinor in cooperative campaigns inspired by your favorite quests from the video game. Embark on quests, level up your skills, meet quirky characters, craft awesome gear, and of course, get distracted by side quests. Plus, face off against some seriously tough bosses, earn capes, and even tackle things like baking game-changing cakes and saving Gielinor from fiery disasters!

# **SPOTLIGHT** ON



#### **RUNESCAPE KINGDOMS:** THE ROLEPLAYING GAME

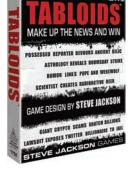
Featuring a specially-crafted system that captures the essence of *RuneScape* and an in-depth guide to the world of Gielinor, this complete core book has everything a budding 'Scaper needs to run authentic RuneScape roleplaying campaigns. Easy for new players, yet exciting for seasoned gamemasters, all using a unique, elegant 3d6 mechanic. The corebook contains full rules, an extensive Guide to Gielinor. character creation, magic, crafting, and more, for thrilling tabletop campaigns! SFL RSKRPG ......\$44.99

#### STEVE JACKSON GAMES



#### **MUNCHKIN: EASTER EGGS EXPANSION**

Bunnies? Check. Chocolate? Check. Munchkin Easter Eggs adds 15 new cards compatible with all flavors of Munchkin (but especially with the original game). Priced at \$8.95, it's an easy sell to parents looking for something special (yet offbeat!) to put in their kids' Easter baskets... or for anyone who wants to put a little Easter (monster) into their Munchkin game! Scheduled to ship in February 2024. SJG 4233.....\$8.95

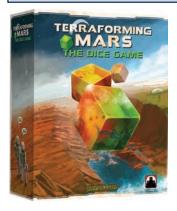


#### **TABLOIDS**

Now you can make the news. Make UP the news, that is. Just like the real tabloids do. Everyone creates a headline...crazy impossible or all too true. An instant judging round lets everybody vote on the best headline. And its on to the next! The best headline from each round gets the "Scoop" and the player with the most "Scoops" wins the game! Scheduled to ship in February 2024.

SJĠ 1752......\$19.95

#### STRONGHOLD GAMES



#### **TERRAFORMING MARS:** THE DICE GAME

Terraforming Mars: The Dice Game, is a card driven dice game where players use special dice to develop their corporations and terraform Mars into a new home for humanity. The dice represent resources that players spend to play cards and perform other actions. During the game you increase your production of dice, you terraform and place cities and greenery tiles on the board and gain various bonuses.

SHG TMDG1 .....\$59.99

#### **MAGIC THE GATHERING CCG: MODERN HORIZONS 3**

Scheduled to ship in May 2024.

ochodoled to strip in may 2024.	
<b>4-POCKET PRO-BINDER X</b> UPI 38420PI	105CT APEX DECK PROTECTOR SLEEVES Z UPI 38418PI
6' TABLE PLAYMAT Z	ALCOVE FLIP DECK BOX Z
UPI 38426PI	UPI 38419PI
8' TABLE PLAYMAT	DOUBLE SIDED PLAYMAT
LIPL38427 PI	UPI 38443PI
O-DOCKET DDO-RINIDED Y	HOLOFOIL PLAYMAT Z
UPI 38421PI	UPI 38444PI
12-POCKET PRO-BINDER Z	PLAYMAT A
UPI 38422PI	UPI 38428PI
100+ DECK BOX A	PLAYMAT B
LIPL38409 PI	UPI 38429PI
100+ DECK BOX B	PLAYMAT BLACK-2
UPI 38410PI	UPI 38434PI
100+ DECK BOX BLACK	PLAYMAT BLUE-2
UPI 38415PI	UPI 38433PI
100+ DECK BOX BLUE	PLAYMAT C
UPI 38414PI	UPI 38430PI
100+ DECK BOX C	PLAYMAT D
UPI 38411PI	UPI 38431PI
100+ DECK BOX D	PLAYMAT GREEN-2
UPI 38412PI	UPI 38436 PI
100+ DECK BOX GREEN	PLAYMAT RED-2
UPI 38417PI	UPI 38435PI
100+ DECK BOX RED	PLAYMAT WHITE-2
UPI 38416PI	UPI 38432PI
<b>100+ DECK BOX WHITE</b> UPI 38413PI	PLAYMAT V1
UPI 38413PI	UPI 38437PI
100CT DECK PROTECTOR SLEEVES A	PLAYMAT V2
UPI 38400PI	UPI 38438PI
100CT DECK PROTECTOR SLEEVES B	PLAYMAT V3
UPI 38401PI	UPI 38439PI
100CT DECK PROTECTOR SLEEVES BLACK	PLAYMAT V4
UPI 38406PI	UPI 38440PI
100CT DECK PROTECTOR SLEEVES BLUE	PLAYMAT V5
UPI 38405PI	UPI 38441PI
100CT DECK PROTECTOR SLEEVES C	PLAYMAT V6
UPI 38402PI	UPI 38442PI
100CT DECK PROTECTOR SLEEVES D	SPIRAL LIFE PAD Z
UPI 38403PI	UPI 38423PI
100CT DECK PROTECTOR SLEEVES GREEN	STITCHED EDGE PLAYMAT SPECIAL GUEST
UPI 38408PI	UPI 38446PI
100CT DECK PROTECTOR SLEEVES RED	STITCHED EDGE PLAYMAT X
UPI 38407PI	UPI 38445PI
100CT DECK PROTECTOR SLEEVES WHITE	WALL SCROLL Z
UPI 38404PI	UPI 38424PI

#### POKÉMON TCG: GALLERY SERIES: SHIMMERING SKYLINE

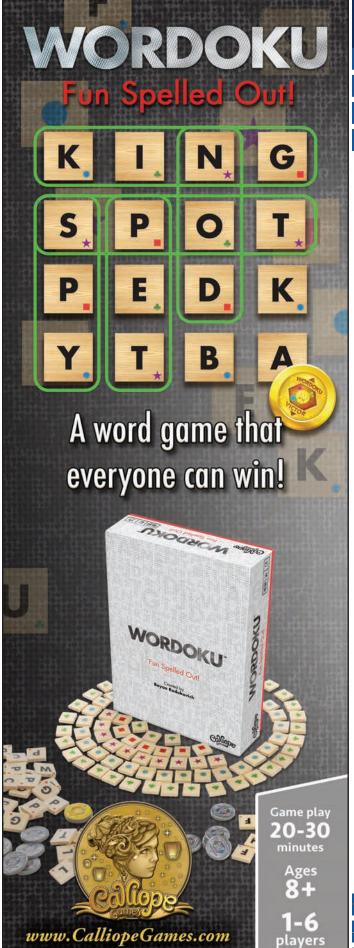
Scheduled to ship in December 2023.



2" ALBUM
UPI 16207PI



<b>4-POCKET</b>	PORTFOLIO
UPI 16205	









**65CT DECK PROTECTOR SLEEVES** 

UPI 16200.....PI



9-POCKET PRO BINDER



9-POCKET PORTFOLIO

UPI 16206.....PI



**ALCOVE CLICK** 

UPI 16203.....



**FULL VIEW DECK BOX** 



PLAYMAT

**CROSSOVER VOL. 5** 

**UPPER DECK ENTERTAINMENT** 

UPI 16204.....PI

VS SYSTEM 2PCG: MARVEL -

Scheduled to ship in December 2023.

In this issue, Crossover Vol. 5 expands on the popular

teams within the Marvel Cinematic Universe's Infinity

Saga and includes new and reimagined characters.

This 55-card set includes Iron-Man, Thor, and

more stars from the Marvel Cinematic Universe.

UDC 10962.....PI



#### **CLUE: SQUISHMALLOWS**

Your favorite Squishmallows have brought something special to share with their friends at a big party in a mysterious mansion. Suddenly, the lights go out! When the lights turn back on someone has stolen Winston's Mac n' Cheese and no one will confess. In Clue: Squishmallows, search the mansion top to bottom as Cam, Emily, Leonard, Lola, Zozo, and Avery to discover WHO ate the mac n' cheese, WHAT item was left as evidence, and WHERE they perpetrated the delicious crime. Scheduled to ship in November 2023.



#### **DISNEY SORCERER'S ARENA: EPIC ALLIANCES - AT THE READY EXPANSION 4**

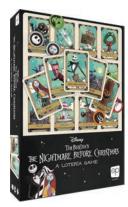
Take your combat skills in Disney Sorcerer's Arena: Epic Alliances to all new levels with this game-changing expansion pack! Robin Hood, Mrs. Potts, and Mulanbring new attacks and abilities true to their characters that will provide selfless support in the Arena's already epic battles. Improve positions with Mrs. Potts, pull fast ones with Robin Hood, and aid allies with Mulan. Disney Sorcerer's Arena: Epic Alliances is the ultimate PvP tabletop game for Disney and Pixar fans and gamers where players can build teams out of Disney and Pixar heroes and villains and compete in an expandable, learn-as-yougo battle arena game. Scheduled to ship in November 2023.

USO HB004-814 ......PI



are you aligned with the Death Eaters? In Harry Potter: Unmask the Death Eaters, deception is around every corner as the magical community is at the mercy of He-Who-Must-Not-Be-Named and his followers. But going to battle will take vigilance, especially with curses being cast in secret by those among you. Taking on the roles of the magical community, work together to find out where loyalties lie and defeat Lord Voldemort to win! Scheduled to ship in November 2023.

USO HB010-839 .....PI



#### **LOTERIA: THE NIGHTMARE BEFORE CHRISTMAS**

Take part in holiday mischief with the residents of Halloween Town and Christmas Town with Disney Tim Burton's The Nightmare Before Christmas: A Loteria Game - an English and Spanish version of the popular game of Bingo! Players win by matching images on their tablas. Features beautiful illustrations of iconic characters, items, and places from the classic film, such as Jack Skellington, Vampire Teddy (Peluche Vampiro), and Christmas Tree (Arbol de Navidad). Share the gifts of luck and learning with this unpredictable and bilingual game for The Nightmare Before Christmas fans of every generation! Scheduled to ship in November 2023.

USO UP004-261 .....PI

#### **USAOPOLY/THE OP**



You are part of the Art Rescue Team, with the aim of fighting against "The White Hand", an organization responsible for many thefts of priceless works across the planet. Your team of specialists, the best in their field, will travel from Japan to Rio de Janeiro via Scandinavia in order to recover stolen works of art. Will you manage to gather, together, enough clues in the allotted time to stop this cultural looting? Scheduled to ship in November 2023.





## **MONOPOLY: CATERPILLAR**

In Monopoly: Caterpillar, you will be collecting some of the most dependable machines to get the job done. Choose from tokens like the Cat Key, Sunglasses, or Work Glove, to try to buy, sell, and trade your machines around the board. Pick up Let's Do The Work. or Construction cards that could help you out or cost you some money. Be the last one left,

while everyone else is stuck in the mud! Scheduled to ship in November 2023. USO MN166-795......PI





#### **MONOPOLY: DUNE**

Experience life's mysteries through one of the greatest tales of contemporary sci-fi with the ultimate game for Dune fans! *Monopoly: Dune* lets players buy, sell, and trade influence with characters of different factions from the epic franchise, such as Paul, Emperor Shaddam, Princess Irulan and more. Travel the board with custom tokens based on items from the film, including a Hunter Seeker and Gom Jabbar. Outlast the consequences of Fate and Politics to be the last seeker of the spice standing to win! Scheduled to ship in November 2023.

USO MN168-816.....PI



#### MUNCHKIN: SCOOBY-DOO!

You've got some work to do now with a nostalgic mix of unmasking monsters and treasure hunting in Munchkin: Scooby-Doo! Take on the role of your favorite teenage detectives or their best canine friend as you equip yourself with Items such as a Chef's Apron or Treasure Map. Acquire Vehicles like the Mystery Machine to travel from Dungeon to Dungeon, capturing classic monsters like the Funland Robot and Green Ghost to level up. The first player to reach Level 10 wins! Scheduled to ship in November 2023.



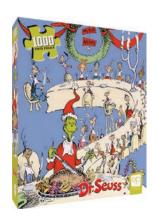
#### **OPERATION: THE GRINCH**

#### **PUZZLES 1000PCS**

Scheduled to ship in November 2023.



DR. SEUSS - OH, THE PLACES YOU'LL GO!
USO PZ154-849.....Pl



DR. SEUSS - THE GRINCH FEAST USO PZ154-848......PI

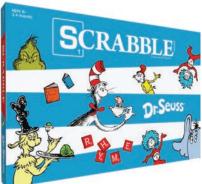


STM)

**DEC** 2023

47





#### **SCRABBLE: DR. SUESS**

A whimsical twist on the traditional word game, this *Dr. Seuss* edition of *Scrabble* puts your knowledge of the classic children's books to the test. Strategically play both regular words, as well as nonsensical ones from the works of *Dr. Seuss*, to score the most points! Seuss Cards customize your game with thematic ways to earn even more and win! Share your admiration of the timeless allegorical rhymes with fans of all ages and vocabularies. Scheduled to ship in November 2023.

USO SC154-000 .....

#### **SPOT IT!: SQUISHMALLOWS**

Join the Squishmallows Squad in this fun and competitive pattern recognition game with a pop culture twist! In Spot It! Original Squishmallows, there is only one matching Squishmallow or item between any two cards. Be the first one to spot pairs of Squishmallows like Mila the Elephant or Cailey the Pink Crab, and symbols such as skateboards and rainbows, to collect and have the most cards at the end to win! Scheduled to ship in November 2023.





#### TABOO: DISNEY

Taboo: Disney is a new exciting classic party game where teams compete to figure out Guess words without the use of "taboo" clues. Race against a timer to describe Disney-related answers, challenge your creativity and communication skills. Guess it right and earn a point, or get the buzzer if you slip up! Rack your brain for all the best Disney memories and be the team with more points at the end of the round to win! Whether you're a dedicated Disney fan or a casual player, this twist on the classic game guarantees endless laughter and family fun. Scheduled to ship in November 2023.



#### YAHTZEE: DISNEY STITCH

Let the adventure and mischief begin in this tropical twist on America's #1 Dice Game! Join Experiment 626 in Yahtzee: Disney Stitch and play for the highest score with custom dice featuring movie characters and items, such as Lilo, Stitch's plasma blaster, and a rocket ship. "Shake, Roll, and Shout" using a collectible tiki-style dice cup that shows Stitch in a series of fun poses as you celebrate out-of-this- world wins. Scheduled to ship in November 2023.





#### YAHTZEE: DR. WHO TARDIS 60TH ANNIVERSARY

Grab your companions and join the Doctor as they battle their greatest foes with America's #1 dice game! Roll three Daleks and two Cybermen for the classic combination Full House and the ultimate Doctor Who villain rivalry. If you roll five Weeping Angels, you've got the quantum locked high-scoring Yahtzee with a Doctor Who twist! Scheduled to ship in November 2023.

USO YZ042-341 .....PI





#### YAHTZEE: SRIRACHA

The heat is on in this spicy new twist on America's #1 dice game! Show your love for the novelty chili sauce with Yahtzee Sriracha and shake things up with a dice cup replica of the novelty bottle, signature red dice featuring the brand's recognizable rooster, and custom score pad! Scheduled to ship in November 2023.

USO YZ164-841 .....PI

#### **VAN RYDER GAMES**



#### FINAL GIRL: SERIES 1 -BONUS FEATURES BOX



#### FINAL GIRL: SERIES 2 -BONUS FEATURES BOX

A small box containing a Feature Film Rulebook which collects the rules from all 5 Series 2 Feature Films and also has Achievement lists. Also includes 5 Epic Finale cards, one for each of the 5 Killers from S2. The box can also store the Gruesome Death Books and Lore Book from Series 2.

VRG FGBFS2 .....\$9.99

## **WIZARDS OF THE COAST**



## MAGIC THE GATHERING CCG: RAVNICA REMASTERED COLLECTOR BOOSTER DISPLAY (12)

Ravnica Remastered takes your players back to Ravnica, featuring cards from each Ravnica block that celebrate the plane's incredible history. Bring your biggest Ravnica fans and collectors to your store to represent their favorite guild in style! With Collector Boosters, your players get direct access to the coolest cards from the set. A full display of Collector Boosters helps players strategize in style. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D23780000......PI

GIM

# SPOTLIGHT ON



#### MAGIC THE GATHERING CCG: RAVNICA REMASTERED **DRAFT BOOSTER DISPLAY (36)**

Ravnica Remastered takes your players back to Ravnica, featuring cards from each Ravnica block that celebrate the plane's incredible history. Encourage your most dedicated Ravnica fans to come to your store so everyone can represent their favorite guild. Draft Boosters are the ideal booster for drafting. At Booster Draft events, players strategize on the fly, selecting new cards as they come into their hands to build a powerful deck that wipes out their opponents. One Draft Booster Display can provide a pod of eight players one incredible draft experience. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D23760000.....

#### WIZKIDS/NECA

## **SPOTLIGHT** O



#### **DUNGEONS & DRAGONS:** 7" SCALE ACTION FIGURE -**ULTIMATE ELKHORN FIGURE**

From the lore of Dungeons & Dragons! NECA has taken inspiration from the classic action figure release and reinterpreted it for the modern collector's market, taking advantage of all of today's advances in technology and tooling. Elkhorn the Good Dwarf Fighter is well-packed for epic adventure and battle against his malevolent enemies. This detailed 7" scale action figure comes with his sword and sheath, shield, opening backpack, bearded axe, battle axe, war hammer, war pick, dagger, Gutbuster torch, Heartstone, crystals, alternate head, and interchangeable hands. Scheduled to ship in December 2023. WZK 52279.....PI

# **SPOTLIGHT** O

#### DC HEROCLIX: ICONIX - HARLEY QUINN **ROSES FOR RED**

DC HeroClix Iconix: Harley Quinn Roses for Red offers an endearing look at the sweet, comical love of Harley and Ivy, largely inspired by the story "Bosom Buddies." Styled after their appearances in the Batman Adventures series, these two ladies are loaded with personality and attitude. Treat yourself or your Valentine to this beautiful



collectible, which features two awesome figures that play perfectly together on the battlefield (even if Poison Ivy is still a little angry). Scheduled to ship in February 2024. WZK 84064 .....\$24.99







# WiZK!DS

**PATHFINDER BATTLES: ICONIC HEROES** 

WZK 97553.....\$49.99 Available January 2024! PATHFINDER BATTLES: GODS OF LOST OMENS

WZK 97552.....\$49.99 Available January 2024!

Kick off the new year with some famous faces from the World of Golarion. Coming January 2024, WizKids is offering two new Pathfinder Battles sets featuring some major characters from the Pathfinder Roleplaying Game.



The Iconic Heroes line returns with a new installment-Iconic Heroes XI—featuring six never-before-released character miniatures, each faithfully re-created from their character art and fully pre-painted with a gorgeous amount of detail.

#### **Droven, Half-Orc Inventor**

A Pathfinder agent who undertook many missions as both traveling hero and recruiter. After an accident took the lives of his crewmates, he washed up on the shore of Arcadia. There he studied the residents' technology and rebuilt his arm, lost in the wreck, as well as crafting a mechanical companion he calls Whirp.

### Whirp, Clockwork Construct

Forged by the iconic halforc inventor Droven as an adventuring assistant after losing an arm and an eye to a devastating shipwreck, this clockwork construct is packed with utility. Serving its creator as a traveling toolbox, a reliable lookout, or as a combustible explosive able to withstand the blast of its own bang, this

is one little clockwork that never stops ticking.

#### Nhalmika, Dwarf Gunslinger

Born and raised in Dongun Hold, Nhalmika served as a skilled vanguard for many years. Upon retiring after the death of her spouse, Nhalmika took the scattergun that had served her so well during her service and started a new chapter as an adventurer, cheered on by her children.



### Mios, Human Thaumaturge

Once a simple coach driver in Ustalav; when they were bitten by a werewolf, Mios thought their fate was sealed. After trying every superstitious remedy they knew, they somehow remained human on the next full moon. They resolved then and there to protect innocents from the creatures lurking in the dark, lantern in hand.

#### Thaleon, Elf Psychic

An impulsive artist from Rahadoumwhere religion is forbidden—Thaleon was empathic even as a young elf. When a sandstorm assailed his home, his emotions awakened latent psychic magic. Now, he wanders, each feeling or experience a new shade of color on his mental canvas.





#### Yoon, Human Kineticist

Yoon has known adventure since she was only a kid. Though she's now grown up, she still brings an energetic (if hasty) attitude, a battered stuffie named Gom-Gom, and fire! fire! fire! After achieving her life goal—reaching her father's homeland of Hwanggot—Yoon has set her sights on the next horizon.

## GODS OF LOST OMENS

Looking to show your players a divine time? Or perhaps you'd prefer to put the fear of god into them? Then maybe what you need is for Gods of Lost Omens to grace your table. This set features a collection of six gods and goddesses from Pathfinder making their miniature debut. Whether your clerics are calling for some divine intervention or your party is facing a literal god-level threat, these divine forms-gloriously rendered in pre-painted detail-will be available to bless your tabletop in January 2024.

#### Abadar

Worshipped as the god of cities, law, merchants, and wealth, Abadar's cathedral-banks are found in many cities and places where order thrives or is gaining a foothold. Aristocrats, city guards, merchants, and those working in legal practice or who have the well-being of their community on their mind are common worshippers of the god of cities, along with dwarves in general. Abadar is the keeper of the First Vault, a divine trove that holds the perfect version of every type of creature and object.

#### Calistria

As symbolized by the three daggers of her religious symbol,

Calistria has three aspects: lust, revenge, and trickery. Silver-tongued and charming, she is a master of weaving insults into compliments and laying intricate groundwork for retribution at its finest. She is a goddess of vengeance, but it would be a mistake to assume that means she pursues

justice. Calistria is fickle, shifting her loyalties and interests as her whims take her-though she never forgets a slight, and any who think she has forgiven will surely find it is only a matter of time before they are targeted by a long-term plot of revenge to lay them thoroughly low.

#### Gorum

The clash of steel, the cry of victory, the gasping denial of death: these are the sound of prayers to Our Lord in Iron, for to follow Gorum is to fight. Gorum does not care the reason for battle-a village's desperate stand against raiders is no less worthwhile to him than a crusader army marching against demons in the Sarkoris Scar-nor does he choose sides in such clashes. Good or evil, law or chaos, the reason for the fight is irrelevant. It is the thrill of battle that finds his favor, the crucible of struggle in which victory is there for the taking.

#### Desna

The night didn't know beauty until Desna came into existence. While the other gods toiled away to create the world, she set her sights on the heavens, placing each star in the sky. After surveying her artistry, she hung the brightest star high in the north and made it her home. Her first gift to mortals was this beacon of hope, a twinkling sign in the dark sky that they could turn to when lost or unsure of themselves. Desna provides safe passage through the darkness to all, should they choose to follow.

#### Sarenrae

One of the most popular deities on Golarion by virtue of her association with the life-giving sun and her perpetual offer to help anyone be their best, even when they have

made mistakes; mortals look to the Dawnflower as an example of boundless love, exquisite kindness, and true patience. They pray to her to heal the sick, lift up the downtrodden, and illuminate darkness of circumstance as well as darkness of spirit. Her followers aspire to emulate her through generosity, nurturing, truthfulness, and selfless courage. They oppose evil everywhere with words first, and when necessary, with scimitar and flame.



#### Shelyn

Watching over existence with a kind and loving eye, Shelyn encourages mortals to make the best of their lives by spreading love, art, and beauty as best they can. Even the crudest artistic awakenings are worthy of praise in the goddess's

eyes, as they represent an individual's expression of life's trials and triumphs. She believes every creature is worthy of love and capable of creating art in their own way. Shelyn's religion does not require chastity, fidelity, or a particular relationship structure, as the passion of early romance is a facet of love just as important and valid as the comfortable trust between a long-

married couple.

Bring the familiar faces of Pathfinder Battles: Iconic Heroes XI and Pathfinder Battles: Gods of Lost Omens to your table January 2024!





# Weather Dice

# WHY DON'T WE ROLL ABOUT THE WEATHER?

#### **WEATHER DICE**

GYD DDSET-WEATHER-F.... \$25.00

Available Now!

In *Dungeons & Dragons 5e*, the *Dungeon Master's Guide* provides rules for rolling weather. They're straight forward, but impossible to remember, and often skipped by DMs. We at Gyld certainly used to overlook them at our table – but I've come to appreciate the weather roll as a crucial part of our sessions.



On the surface it's important mechanically. There are aspects of the game that begin to make a lot more sense with weather: spells, rules and class/background features. Hide when lightly obscured? Heavy rain will do that. Mountain Born? How does that matter unless there is a really, really cold day? The Spell Call Lightning does more

damage if it's cast in a storm and any spell with the world 'Cloud' in it doesn't stand a chance in strong wind.

We're always after fun at our table. Rolling weather allows players to bring out those lesser used aspects of their characters.

They will get creative about how they're using the weather to their advantage, or adjusting their plans to the new, random challenge. A particularly bad day of weather can add an additional layer of ategy to encounters, or an only for a character to shipe

strategy to encounters, or an opportunity for a character to shine in a new way.

For the DM, weather is a beautifully simple keystone to the adventuring day. Describing the weather bolsters immersion with a few sentences. It punctuates the adventuring day and giving the DM something in transition during an otherwise uneventful watch "you feel the air get cooler as clouds roll in." Weather is a simple detail that the DM doesn't have to write, but adds a dynamic variable that will affect every decision a party makes.

On a deeper level, weather is a tie binding the human experience to the fantasy world. Weather is universal. There's a reason "it was a dark and stormy night" is both trite and still the way every horror

story begins. We all experience the weather; here on earth as in Torril, or Eberron, or Greyhawk. A quick roll behind the screen and players begin a new day, pick up camp in the morning mist of what will be a real scorcher.

What if rolling the weather every adventuring day didn't involve flipping through the DMG or an internet search? We were tired of keeping a tab in our DMG on the environmental conditions

section, and rolling one-d20 three-times every day "wait, hold on, wait... ok... it's ... um.. It's rainy? No, it's a light rain it doesn't matter but it's windy I think."

Gyld Weather Dice are the D&D 5e weather rules in a set of dice. The DM can roll one handful of 5 dice – three condition dice and two temperature dice – and immediately know the weather for the next day. The d20s are coded according to the rules without looking them up, and if the DM rolls a sun or a snowflake on the temperature d20 the DM can read off the temperature change from the d4 ata-glance. Most importantly, this incredibly

important element in the adventure, and life, is made simple and fast enough that it doesn't get left out. This is a chart-in-a-roll.

For players, Weather Dice are a perfect DM gift! They enhance your game experience without encouraging a TPK (never buy your DM a Tiamat mini).

Al McWilliams is a Co-Founder at Gyld and DM since 2nd edition.

52 GTM DECEMBER 2023

# BATTLE BECH CLASHING ARMIES



CATATÝST

CATALYSTGAMELABS.COM



# 20 HOLIDAY 23 GIFT GUIDE

No holiday season is complete without a game or two, so at Ravensburger we're here to help you find just the right gift for the game fanatics in your life or even something for your own holiday game nights.

Let's break it down!

#### **KIDS (AND THEIR FUN-LOVING ADULTS TOO!)**

Featuring 4 adorable elephants and a box that turns into a pirate ship, Stomp the Plank is sure to delight. With simple rules and push-your-luck fun, it is an accessible game for the whole family. Little ones can participate in turning over cards, hoping to avoid a match—or walk the plank! And the grownups will still have to make their own tough decisions and face the tension of a precariously balanced elephant on a plank overloaded with tokens. [2 to 4 players/ 15 minutes/ ages 5+]



Simultaneous dice rolling creates exciting game play in *Sakura Heroes*. Each player is trying to advance to the next level by rolling dice to match a task, players might be on different levels, and even the player who reaches the top first might not be the winner... That depends on the number of diamonds collected along the way, so it's a nice balance of strategy and luck. [2 to 4 players/ 10 minutes/ ages 7+]

Team Labyrinth recreates all the fun of the classic shifting maze game but is

now a cooperative experience. The game will throw out obstacles, but if players can cast the right spells and collect all the treasures before the game runs through its tricks, everyone wins together! [2 to 4 players/ 30-45 minutes/ ages 8+]



Mexican game designer, Carlos Esparza, replicated the fun of bursting open a piñata, in his quick dice game *Piñata Blast!* Simultaneous play and speedy reactions make this a fast and fun choice for kids to play together, or with the adults in their life. And watch out! You might just find yourself wanting to keep playing even after the kids go to sleep. [3 to 6 players/ 15 minutes/ ages 7+]



TEAM EDITION MAX. ROBERT AND SHORT A

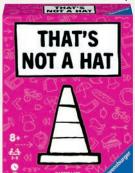
For those that like a bit more dexterity and excitement in their games, give the gift of gladiators battling in an arena in *Strike!* Or is this chucking dice into a box? Let imaginations fly in this skill meets luck-based dice battle. It's fun for all ages (8+) and with the roar from the stands (other players) it's sure to draw a crowd. [2 to 5 players/ 15 minutes/ ages 8+]



54 GTM DECEMBER 2023

#### **OLDER TEENS & ADULTS**

That's Not a Hat is the perfect choice for that casual gamer, who



likes a quick game full of laughs. It's an easy to learn and easy to play memory game. However, it's tricky to remember multiple objects on facedown cards that move from player to player. When they forget one (and they will) they'll need to bluff, but chances are no one else will remember either! [3 to 8 players/ 15 minutes/ ages 8+]

With the feel of a classic card game *Push* (as in push-your-luck) is a quick easy card game for 2-6 players. Players turn over cards till they select a stack for points or bust! Mental energy required is low, but the fun is high! [2 to 6 players/ 20 minutes / ages 8+]

For the gamer who has everything, you can revisit (or

introduce) the classic hidden movement game *Scotland Yard*, but with a new twist, the Sherlock Holmes Edition. One player (Moriarty) disguises their movements in the streets of London, and all other players are detectives (Holmes, Watson, etc) using their deductive reasoning skills to uncover the whereabouts of Moriarty. The semi-cooperative nature of the game will lend itself to their game nights with players of a wide range of ages, looking for something with layers of strategy. [2 to 6 players/ 45-60 minutes/ ages 10+]





For a more complex cooperative experience. Horrified: Greek Monsters is a strategy game of surviving and stopping monsters, which is fun year-round and not just at Halloween! You'll be gifting them an immersive experience steeped in Greek mythology that can be played again and again. As the newest in a series of 2 other Horrified games, you might just introduce them to their new favorite line of games! [1 to 5 players/ 60 minutes/ ages 10 + 1





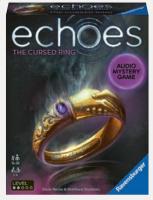
The Quest for El Dorado

is a popular strategy game of racing through the jungle to the treasure. This version keeps all the beloved game play of the original, but now features stunning new illustrations from Vincent Dutrait. So, whether it is a new game to discover or a visual upgrade for a game night favorite, this is sure to make it to the table again and again. [2 to 4 players/ 45-60 minutes/ages 10+]

Give the gift of a casual mystery evening with the newest in

the echoes series, echoes: The Cursed Ring. Like the earlier titles in the series, The Cursed Ring is a mystery story in a box waiting to be unraveled. Working as a group, players will download the free app, listen to a series of sound bites, and examine illustrated cards to piece together the whole story. With almost no set up, they'll be playing in minutes, and it's something that can be regifted once solved!

[1 to 4 players/ 40-60 minutes/ ages 14+]



And finally, for that gamer in your life who





**GTM** DECEMBER 2023 **55** 





## WITH DAVE TAYLOR

## **EPISODE #64: SCI-FI RUINS**

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintipobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

#### MANTIC'S LATEST TERRAIN CRATES!

It was almost six years ago when Mantic Games launched their first *Terrain Crates* into the world, with a lot of great, durable, and detailed terrain pieces for use in roleplaying and fantasy miniature wargames. These plastic pieces would primarily be best described as characterful scatter terrain – small pieces to be scattered around a scene, environment, or battlefield that immediately set the tone.

We've seen things like bookcases and leather couches perfect for fantasy castle interiors, as well as tents, bed rolls, and campfires for

wilderness settings. There have also been a few sci-fi and modern apocalypse themed sets, but now you can dive into a great range of sci-fi focused *Terrain Crates*. These sets include fantastic alien vegetation and practical ruined buildings, perfect for obscuring your models as they advance on your enemy.

These ruins are the subject of this month's painting guide, and we hope to cover the plants in the future.

The terrain used as examples on these pages is from Mantic Games' Terrain Crate range (seen below). The miniatures above are from the Lead Adventure Forum.



56 GTM DECEMBER 2023



I started with a coat of The Army Painter Matt Black spray primer, followed by an overspray of The Army Painter Vermin Fur spray.



I basecoated the wall panels with Vallejo Field Blue.



The other metal areas were painted with Vallejo Bronze.



I then used a large, round drybrush and stippled Vallejo Orange Fire over the metal edging.



I then painted a layer of a 3:1 mix of Vallejo Light Grey and Field Blue, leaving some of the previous layer in the shadows.



And finally, I shaded the Bronze with Vallejo Deep Sea Green and painted the damaged areas with Vallejo Black.

## THERE'S METAL UNDER THERE

When ferrous metals (iron and its alloys) corrode, they form small flakes of rust that can build up and form a thick and crusty layer over the metal. When these flakes are disturbed, or knocked off, it reveals fresh, uncorroded metal that can look quite shiny.

When painting your ruined buildings, you can add this detail by painting The Army Painter Shining Silver roughly along the sharp edges.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and



genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

**GTM** DECEMBER 2023 **57** 





#### BEHEXT (SND 0071)

From Smirk & Dagger, reviewed by Eric Steiger



The best way to describe *Behext* is "a deckbuilding game of hot potato." Each player plays as a different type of specialist wizard, purchasing and using spells from a central pool to avoid being stuck with the Hex at the end of the round. While the game has a lot in common with other deckbuilders, enough so that an experienced player will pick it up relatively quickly, it has a few interesting quirks that set it apart from them. If you like deckbuilders, but don't like the way that many of them turn into "multiplayer solitaire" VP races without much interaction, this may be the game for you.

Depending on your choice of wizard, you ddwill begin the game with a starter deck of 7 cards common to everybody, and 3 cards unique to your specialist. One player also starts with the Hex token. Most of the cards in the game are dedicated to manipulating the Hex token — some simply deflect it to the left, right, or across; some might increase its potency; some might stay in play and have an effect whenever the Hex is sent to you, or you send it somewhere else.



When you receive the Hex token, you become "the Intended," and it becomes your turn. The first thing you can choose to do is purchase cards from the center of the table — at the beginning of the game, you shuffled and divided the deck of 100 available cards into 4 stacks, so there are always 4 cards available for purchase. You can spend the cards in your hand (each has a currency value) to buy one of the available cards for its printed cost, as well as spending one of your precious willpower (which will turn into VP at the end of the game) to convert to currency if you are short. One of the first interesting quirks of *Behext* is that purchased cards go into your hand immediately and can be used right away; you do not need to wait until you shuffle your deck to use them.

In addition to deflection cards, there are also charms, which are played as soon as you purchase or draw them. Most of these stay in play and have an effect that lasts for the entire round. Some effects are negative, but the cards have a high VP or currency value, making them worth the drawback. Behext cards are red and must be played if you end the round with the Hex and are unable to get rid of it; they may mitigate or reverse the effect of the Hex, or they may also have drawbacks that you took on for higher VP or currency values. Finally, yellow "disruption" cards are interrupts, and can be played outside the normal turn order.

After you purchase a card (or decline to do so), you must deal with the Hex in front of you. If you can, you must play a deflection card to move the Hex to another player, and it then becomes their turn. If you cannot, the round will end with you as the "Behext", and the person who gave you the token steals one of your willpower (although this effect may be enhanced, reversed, or modified by various other cards



played during the round). Additionally, any player who played one or fewer deflections over the course of the round gains an additional 2 willpower, which is an incentive not to ignore anybody for long and try to spread the pain evenly. Finally, starting with the first player of the round, there is one last opportunity to purchase cards from the center; this is the only time you can use the currency value of "binding" cards, such as charms that you played as soon as you drew or bought them. As before, you can convert a single willpower into currency. The game ends after the fourth round, at which point, you total up your current willpower and add it to the VP value of the cards in your deck to determine the winner.



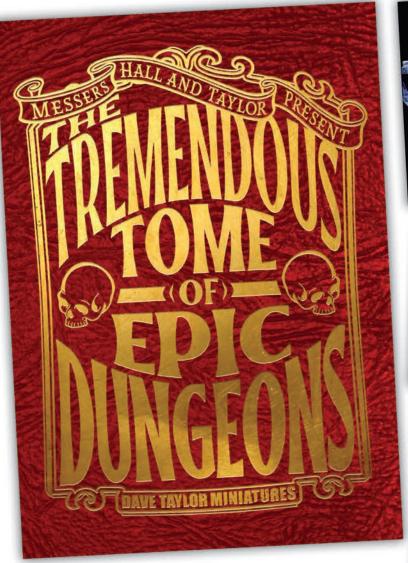
Behext has several cool things going for it — the asymmetry of the different specialist wizards, the confrontational nature of the Hex and hot potato mechanic, and the immediate ability to use purchased cards. Unlike in many other deckbuilders, none of your cards are "dead weight" victory points; if a card is worth a lot of VP, it almost certainly has a relevant drawback that you'll need to play around. On the other hand, it is a bit repetitive; you're doing the same thing every round, for 4 rounds, albeit with new and different cards. There's no real "engine" to build, since your strategy is about reacting to other players giving you the Hex, rather than creating combos that you can use independently of what your opponents are doing. Even still, it's different enough from other deckbuilders that the change

is refreshing, and I recommend checking it out.

Eric is your friend, and friends wouldn't let you play bad games.



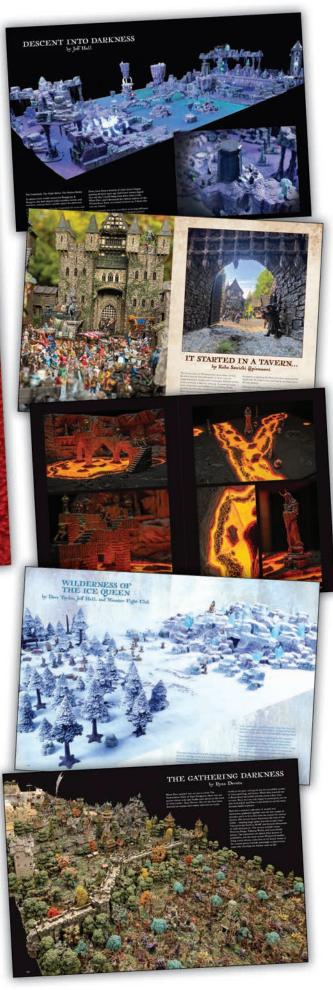
**58** 



Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP







### **ROMI RAMI (HBG RANRRO1EN)**

From Hatchette Board Games, reviewed by John and Dell Kaufeld

YPT.	8 & Up	#	2 - 4 Players
Ö	30 Minutes	8	\$14.99

Confession time: I'm not a big fan of rummy games. I never quite got the hang of counting cards, making sets, and discerning what my opponent decided to collect. I usually figured it out when they put down all their cards and suddenly won the game. Oops.

At Gen Con this summer, I watched a couple tables of people have an amazing time playing Hachette's *Romi Rami*. I didn't know anything about the game, except the players were laughing a lot and inevitably someone would say "one more game — I feel good about this one" right after the current round ended. I was intrigued.

Join me at the table as we bust out Romi Rami and discover the top five things you need to know about this clever twist on rummy.

#### A PAIR OF DECKS

Romi Rami comes with two decks of cards. Each card in the main deck of 92 cards is marked with a number (1-5) and a suit (heart, diamond gemstone, purple cherry, and clover). The numbers and symbols

are big on the card, making them easy for every player to read, even those with vision challenges.

The other deck contains 36 contract cards. Like the number card deck, the symbols on these cards are clear and easy to read, even though there's a lot more going on here. More about this deck in a moment.

#### IT STARTS WITH RUMMY

At its heart, *Romi Rami* follows the basics of all rummy games. Each player collects cards with the goal of making sets and runs to score victory points.

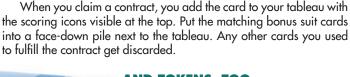
Unlike other rummy games, the sets and runs aren't predefined. You can't simply gather a run of four cards and proudly toss it onto the table to collect your points. Instead, you need to fulfill one or more of that round's four available contracts. But every other player is trying to fill the same contracts at the same time, so the game becomes a race with constantly shifting goals.

#### **COLLECTING CARDS AND FILLING CONTRACTS**

On your turn, you can add one to three matching number cards to your hand from the face-up display. You can either take matching numbers (all twos, for example) or matching suits (like all clovers).

Now it's time to check the contracts. Each turn, there are four available face-up contracts on the table. Each contract shows the combination of sets (matching cards) and runs (numbers in a sequence) you must play to claim the contract. You have to fill all of the requirements to claim the contract.

The contract card also shows a bonus suit. If you use any cards of that suit to claim the contract, those cards go into a special scoring pile and give you points points at the game.



#### AND TOKENS, TOO

The game box also include some punchout cardboard tokens: a first player marker, four joker stars, and four trophy crowns. They're printed on sturdy cardboard, so they'll last through a lot of games.

Each player starts the game with a joker star. The player can discard the star when claiming a contract to take the place of a card they don't have. If you keep your joker star until the end of the game, it's worth a victory point.

The first player token marks who went first in the game. Once someone triggers the end of the game, play continues until it gets back to the person with this token. That ensure everyone gets the same number of turns. (By the way, even though the first player token has a crown on it, it doesn't give you a victory point. Sorry.)

#### **SCORING BONUS POINTS**

Those trophy crown tokens come into play

at the end of the game.

During setup, one player shakes the four trophy crowns in their hands and tosses them onto the table. This randomizes the bonuses for that game.

The four bonuses reward players for completing the most contracts with either a certain set size (two, three, four, or five card sets) or a particular suit.

Players count the icons in the top section of their completed contract cards to determine who gets to claim the various bonus crowns.

#### **VERDICT**

Romi Rami delivers a lot of fun and laughter every time it hits the table. It's easy to learn, fast to play, and has a great balance of strategy and luck.

It also has a huge "one more game" quotient — that's the number of times someone says "let's play one more" when the game ends. It's so bad at our house that we have to agree on the number of rounds we'll play before we begin

The game supports two to four players, but my sources at Hachette Games tell me they play it with up to eight by combining two copies of the game. With the holidays coming up, we're planning to give that version a try. Highly recommended!

•••

John Kaufeld often frets about whether the word meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



60





### **LOST RUINS OF ARNAK: THE MISSING EXPEDITION (CGE 00067)**

From Czech Games Editions, reviewed by Brian Herman

12 & Up # 1 - 4 Players
30 - 120 Min \$29.95

As someone who has been playing board games for well over half my life, I find expansions to be an interesting concept. There are some publishers who simply add "more game" with an expansion, and

that's perfectly acceptable. Other offerings add new mechanics that change the entire scope of the game, which is also fine. Then you have publishers that go the extra mile and go for the combo platter of more elements, more mechanics, and extra game modes. Czech Games base game The Lost Ruins of Arnak was a perfectly acceptable game on it's release, fun to play and engaging. Their first expansion, Expedition introduced Leaders, asymmetrical aspect, allowing players to take on the roles of different adventurers each exploring Arnak in their own way.



Their latest expansion, *The Missing Expedition*, kicks the doors off what you thought you knew about Lost Ruins of Arnak, adding more content than should be possible for such a small box, including more game, two more leaders, and a campaign mode for 1-2 players that is engaging and rewarding until the very end.

Typical games of Lost Ruins of Arnak involve setting up the board and temple you and your fellow players will be exploring, picking your leaders, and starting a game. Every turn each player gets one action and any number of free actions to gather resources, explore new sites, and research the temple of Arnak. When a player can no longer take any of the available actions, they pass the rest of that round. Once all players have passed, the round resets and play begins again. After six rounds, all players tally up their score to find who is the bravest and most stalwart adventurer. The Missing Expedition introduces a new way to play, a chapter-based story mode campaign with special components and a separate rulebook that is unlocked as you move along. Through six separate sessions, players will search for Professor Kutil, who departed to unlock the mysteries of Arnak

months prior. While I'd like to avoid spoilers for this review, the journey will take several twists and



turns, full of surprise and joy and betrayal around every corner as 1-2 players will trek through the perilous Arnak in competition with an AI rival to find the Professor while finding fortune and glory. The story of the campaign can turn out in many different ways, depending on the choices made. While a different experience than a regular game of Arnak, it's a completely worthwhile experience.

The first of the two new leaders to join the Arnak crew for either regular games or the campaign is the Mechanic. Accompanied by a small monkey and holding a series of tools, the Mechanic is constantly adjusting her "machine" represented on her game board by a gear wheel and several gold widgets that rotate 90 degrees throughout the game. Each time the machine rotates, it provides a small benefit to the player. Throughout the game, the Mechanic can add extra widgets to her machine, customizing it for the current game and making it more powerful. As the only leader to have three companions counting her trusted monkey assistant, the mechanic is a force to be reckoned with.



The other new leader introduced in *The Missing Expedition* is the Journalist, who takes a different path to exploration of Arnak. Normally, players research with two tokens in the temple board, a magnifying glass symbolizing research, and a notebook symbolizing notes. In a typical game you can't advance your notebook above your magnifying glass, but the Journalist is less concerned with the validity of his facts, and more interested in a good story. The Journalist can advance his notebook one spot above his magnifying glass, creating better rewards earlier in the game. In addition, the Journalist cares less about discovering new sites for himself but can expend tokens on sites already discovered to place article tokens on his player board for a variety of effects. This unorthodox approach to Arnak is immensely enjoyable to explore.

In addition to the above, *The Missing Expedition* simply contains more Arnak in general. More item cards, artifact cards, reward tokens, assistants, temples, and idols. Everything that makes Arnak great is celebrated and championed here in a package that is a must have for any fan. My only problem now is trying to pack all this content into the main box, which is an issue I will happily accept. I can't wait to see what Czech Games does next.

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



GTM DECEMBER 2023 61





### **MARVEL MULTIVERSE RPG: CORE RULEBOOK (RHP 837)**

From Marvel Comics, reviewed by Whitney Grace

***	12 & Up	#	2 - 6 Players
Ø	60 Minutes & Up	8	\$59.99

When I fell into American comics, I had decades of lore to learn. While the Internet existed, Wikipedia didn't. My only recourse was to visit the library and check out the DK Marvel Encyclopedia. The glorious tome documents every Marvel character ever created, complete with pictures and a snippet biography. The Marvel Multiverse Role-Playing Game (MMRPG) is like the DK Marvel Encyclopedia, except it's also an immerse gaming experience! All you need is three dice, paper, the book, and your imagination (a calculator helps too).

Many RPG manuals emulate *Dungeons & Dragons* books with spectacular illustrations, detailed rules, character profiles, and world/universe overview. The *MMRPG* continues this proud tradition except it's more welcoming. While RPG manuals are designed for beginners, they can be off-putting. I can't be the only one who has pondered if RPG manuals were meant to be read like a novel or a rule book. Also, any unfamiliarity with strange, new imaginary worlds isn't always the best way to start gaming. The *MMRPG* alleviates any newbie anxiety with the comfort of a graphic novel and old friends from the Marvel canon.

Seasoned and new gamers will enjoy the ease of jumping into their own Marvel adventure. Popular RPG writer Matt Forbeck designed the MMRPG core rulebook around the d616 gaming system. The rules follow basic RPG standards of designing a character, creating a storyline, having a narrator/dungeon master, and having fun. Forbeck also encourages players to adapt the rules to suit their game. This is incredibly on theme with the multiverse concept, because Marvel heroes are always forced to adapt wherever and whenever they are.

The MMRPG is divided into chapters that breakdown all gaming components. In the first chapter, players are introduced to role playing in the Marvel universe, followed by a breakdown of the d616 core mechanics in chapter two. The d616 game engine requires three six-sided dice. One is referred to as the "Marvel die" or "dMarvel" because the 1 is replaced with the Marvel logo. Players can substitute the dMarvel with any d6 as long as it's differentiated somehow from the other two die.

Whenever there's major action, players roll the three d6 to determine if they can complete the maneuver. These are called Action Checks, and they have target numbers. This is where the MMRPG resembles other role-play games as the dice are added together and a character's profile stats to affect the outcome. The big difference comes when the dMarvel lands on the Marvel logo - then it's called a "Fantastic roll" and the 1 is counted as a 6, and if the Action Check is succeeds, it's called a "Fantastic Success," and it also delivers double damage. There are also "Fantastic Failures" but the results of those are left to the players to create. Gameplay is also augmented by the "Ultimate Fantastic Roll" (a total of 18), as well as Edges and Troubles. Edges are when the odds are in a character's favor, and troubles are the opposite.

Forbeck kept the MMRPG core mechanics as basic as possible. This coincides with the welcoming familiarity of role-playing with Marvel heroes and villains. Simple game rules are much easier to pick up and motivate players to keep gaming. From my experience, I've attempted to start an RPG with friends but pages upon pages of daunting rules with numbers made us vaporize the book like Galactus. We eventually gave up, read the profile creation directions, designed our own characters, and descended into happy math-less chaos.



The bulk of the MMRPG is world building and character creation the Marvel way. The manual is jammed with details about different alien species, various types of humans, magic abilities, a cosmology, powers, and the structure of Earth-616 (the main Earth in Marvel canon). It can be used as primer for the Marvel Cinematic Universe, the comics, and other media. Fanfic writers can also use it to map their epic Marvel adventures which can also be the basis for a MMRPG. The world-building aspect is the best part of the MMRPG because you're treated to the inner workings of the Marvel Multiverse and invited to add your own imagination.

The Marvel Multiverse Role-Playing Book is fantastic, spectacular, amazing, and feel free to insert your favorite comic book adjective here. It's as friendly as your neighborhood Spider-Man, Spider-Ham, or any of the Spider totem variants. It's also as brilliant of one of the many geniuses in the Marvel universe. The core mechanics do have a learning curve for new gamers but it's less difficult than other RPGs.

While I loved the entire manual my favorite was the description of the "Smash" power situated adjacent to an illustration of the Hulk. The ability is described with one word: smash. I think a Hulk fan wrote that blurb.

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



62 GTM DECEMBER 2023





## BATTLELORDS OF THE 23RD CENTURY FOR SAVAGE WORLDS (23C 02001)

From 23rd Century Games, reviewed by Thomas Riccardi

14 & Up 2 - 5 Players \$50.00 60 - 120 Minutes

Let us set our wayback machine to 1990 - it was the start of a new age: the Internet was just starting to invade people's homes and Gen Con was still in Wisconsin. I remember this year fondly as it was my first gaming convention and seeing all the different booths and people selling various systems was amazing. I fondly recall stopping by a booth featuting a new game called Battlelords of the 23rd Century. Battlelords was amazing and I went and bought it without a second thought. Now the folks over at 23rd Century Productions have released their latest magnum opus. Welcome to the 7th edition of Battlelords of the 23rd Century!

For those who may have never heard of *Battlelords* before, this game takes place in the year 2282, and humanity has journeyed across the vastness of space. During this time, humans have also joined the Alliance of Allied Species, which have banded together to face a new threat that is spreading throughout the galaxy. There is a race called the Ak-Nar-Ryn which are commonly called Arachnids (or 'Nids for short) who have swarmed over entire worlds and have destroyed countless populations. This is where you come into play: you can join the Galactic Armed Forces to protect the galaxy, or maybe you desire to become a mercenary that will work for the highest bidder, or perhaps you could work for the corporations and engage in espionage. The choice is up to you as you work to carve your own space in the galaxy.

Character creation is at the heart of this game and there are fifteen races you can choose from. You can play as a human, or you can play as one of 13 other alien races. From the fast and agile Cizerack, to the nearly indestructible Ram Python, each of these alien races are described in detail showing off what they are like, their society and culture, and what they strive for.

As you create your character there are a hundred skills to choose from to further customize the character you want to play. When creating a character, you will also roll on a few tables that will either give you a bonus or a disadvantage. One of these tables is called the Fickle Finger of Fate and believe me, there are some good and bad things on here. There are also various

upgrades you can equip either via cybernetics or by matrices which are psychic powers that are used by some of the members of the alliance.

And to outfit your character, there are dozens of armor systems that you can equip to protect you from the hazards of being out in

the depths of space. Of course, you will need weapons to not only protect yourself but to take out threats that you might be paid handsomely for. There are dozens of weapons systems and hundreds of weapons to choose from ranging from archaic weapons and normal rifles and SMG's to more advanced systems like laser rifles and disintegrators. Finally, to get from place to place, there are a few vehicles and spaceships available, and each comes with deck plans so you can imagine your crew jumping from system to system on various adventures or contracts.

Naturally, this wouldn't be a great system to start with without a good adventure, and the GM section provides plenty of information on the various enemies of the Alliance of Allied Species. This section also goes into the various worlds and galaxies that characters can explore and visit. There are also four different adventure hooks for running a campaign; you can run a campaign based on the Galactic Armed Forces, Privateers, Mercenaries, or Alliance Spies / Corporate Espionage team. Each has their own benefits and if you want to jump right into the action there is a premade mercenary team that you can use right away. There is also a ready to play scenario to get your players in the mood to play this game.

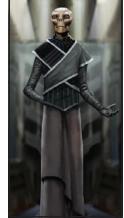
This review barely scratches the surface of this massive hardbound tome that has a lot of beautiful art that was created for it and uses some of the older art from previous editions. If you want a great military scifi based role playing game that can be played with only one book, then definitely give Battlelords of the 23rd Century a try.

For more information on this and other great games head over to http:// www.23rdcentury.net/battlelords and get ready to go explore the galaxy but a word of advice? Never trust a ram python.

ORLD









When not writing playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



**GTM** DECEMBER 2023 63



286

# THE GREAT GTM GIVEAWAY: THE CITY OF SILVER EDITION!



## **Greetings GTM Fans!**

For our December 2023 issue, Game Trade Magazine is teaming up with Czech Games Edition for a brilliant giveaway!

One lucky winner will win a copy of *Kutná Hora: The City of Silver* and the *Kutná Hora Metal Coins* set, courtesy of our friends at Czech Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on November 21st and will close on December 24th, so don't delay!

Already a fan of ours on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

# ENTER TO WIN!!! www.GTMGiveaway.com





CONSIDER YOURSELF LEGALLY DISCLAIMED

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. Game Trade Magazine, Game Trade Media, and AGD are not responsible for late, lost or otherwise damagaed entries. Entronts agree to allow their entries to be featured in Game Trade Magazine and/or Game Trade Media without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited by law in a manner inconsistent with its purpose and rules. Game Trade Magazine, Game Trade Media, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. "Genius without education is like silver in the mine."



he perfect gift for your DM (especially if that's you). Roll weather conditions in D&D 5e without looking up the rules. One roll, no charts.

The DMG provides rules for rolling weather in D&D 5<sup>th</sup> edition. Every day we roll to see what the weather will bring, and we still have to look it up every time.

This set of 5 dice (3d20 + 2d4) is the rules. You just roll the dice once every day, like a hag with bones, and tell your party what the weather will be. It's lightning fast and doesn't require any memorization.



Five dice to randomly determine rules-accurate weather in one throw.

#### **EACH SET INCLUDES**



✓ x5

€ x2

₹ x1





















5° 10° 15° 20°



SKU: DDSET-Weather-F

MSRP: \$25.00

